

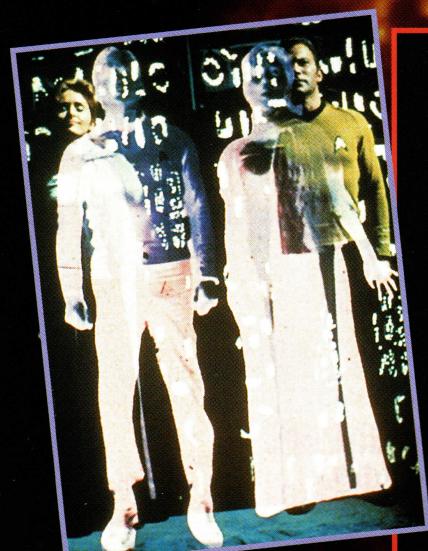
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The I.K.S. DROVNA
Klingon Warship acting against the FEDERATION

Data's Vulnerability
The android's Achilles' heel

Dr. Janice Lester
Kirk's vengeful old flame

Klingon Childhood
Growing up to be warriors



U.S.S. ENTERPRISE NCC-1701-A
Deck by deck guide to the famous vessel

The Melkots
Reclusive telepaths

ISSN 1364-3983





THE OFFICIAL STAR TREK® FACT FILES



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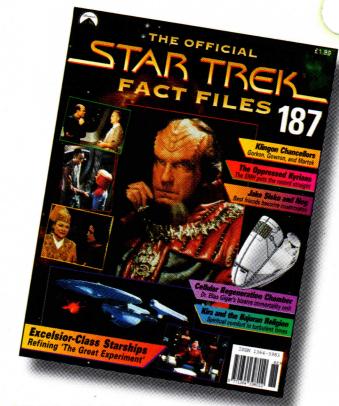
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THE
KLINGON
EMPIRE

The Guide to the STAR TREK Galaxy

FILE 11 CARD 18



THE
KLINGON
EMPIRE

KLINGON CHILDHOOD

Klingon honor places great emphasis on family ties, ensuring that children grow up in tight-knit, loving families. The warrior ethos can nonetheless make childhood a harsh time for young Klingons.

The warrior culture of the **Klingon Empire** is a powerful force in the life of all its members, from the cradle to the grave. The Empire's martial ethos of might, honor, and courage is not simply a way of life one grows into, but a manner of being that is taught to Klingon children from the moment they are born.

The Klingon culture prepares its offspring for the harsh beauty and glory of battle at an early age, mirroring the strong belief in honor and loyalty to the Empire in the smaller scale of the family unit. Klingon children are taught to respect their parents and elders and to understand that the bonds of blood – be they between siblings and

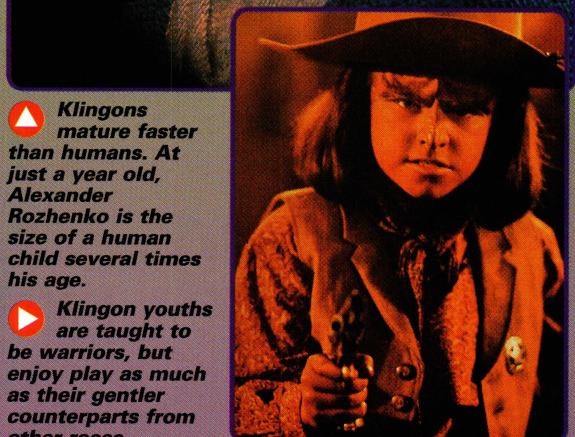
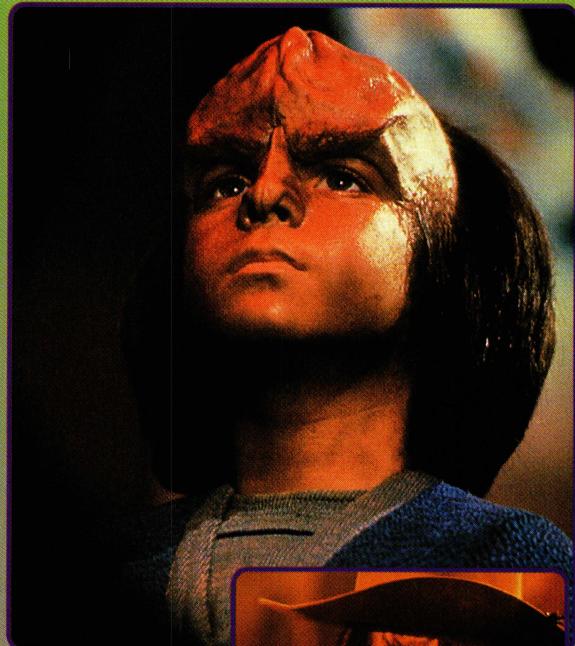
kindred or between Klingon and Klingon – are unbreakable ties of duty and obligation. As has often been noted by observers of Klingon culture, the installing of these basic codes of conduct bears comparison with the martial cultures of ancient Earth.

Early obligations

Despite the outwardly harsh appearance of Klingon childhood life, with its emphasis on athletic ability and combat skills, the rigors of growing up as a Klingon serve to cement family bonds that last for a lifetime. It is undeniable that the Klingon people are a passionate race, and their love for their children is as strong as their hatred for their most dire enemies. In return, Klingon children

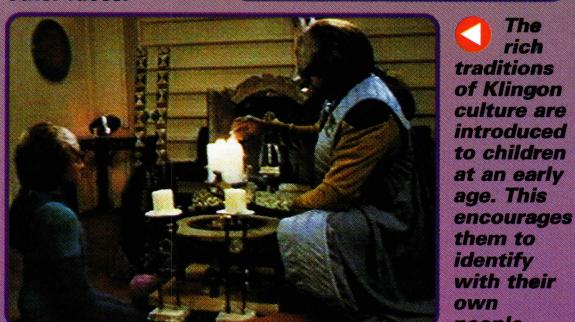
pledge themselves to their family name and the honor of their bloodline – indeed, Klingon religion states that a deceased parent may find themselves sent to **Gre'thor**, the Klingon hell, if their offspring dishonor the Empire and its ways. In the material world, the reverse is true; Klingon law states that a child shares in the honors or crimes of his father, meaning that a son or daughter may find themselves lauded or victimized for deeds they did not commit.

For the most part, Klingon children are much like youngsters from any other species, delighting in play and games as well as study. As a child, **Worf** kept a pet **targ** and played many sports, including soccer and **parrises squares**. Worf

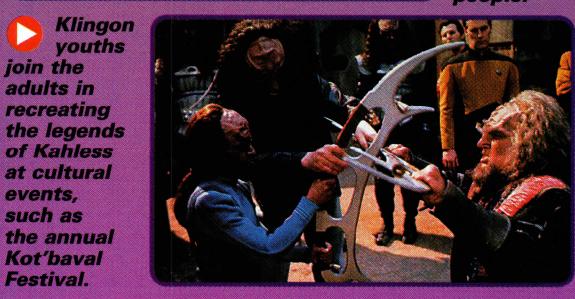


► **Klingons mature faster than humans. At just a year old, Alexander Rozhenko is the size of a human child several times his age.**

► **Klingon youths are taught to be warriors, but enjoy play as much as their gentler counterparts from other races.**



► **The rich traditions of Klingon culture are introduced to children at an early age. This encourages them to identify with their own people.**



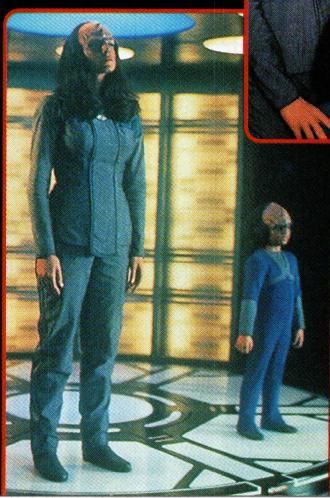
A FAMILY TORN APART

Nuclear families

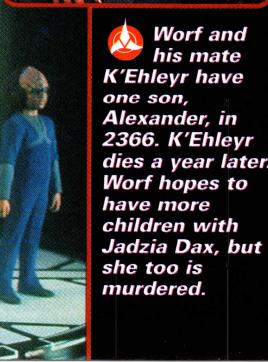
The family unit in which most Klingon children are born is very similar to that of humans. A single adult male forms a bond with a single female; this union is confirmed by formal marriage vows, and the couple can then raise a family. Unfortunately, the violent nature of Klingon society makes it inevitable that many

Klingons find themselves orphaned at a very young age. Worf's parents were killed in a Romulan attack when he was barely out of infancy, and his own son, Alexander Rozhenko, loses his mother at a similarly young age. To compensate, the Klingons have a series of adoption procedures, and readily welcome orphaned children into their families.

► **Alexander lives with his mother for barely a year before her murder.**



► **Worf and his mate K'Ehleyr have one son, Alexander, in 2366. K'Ehleyr dies a year later. Worf hopes to have more children with Jadzia Dax, but she too is murdered.**





The Rozhenkos soon find that a growing Klingon child can be a real handful.



soon found that he had to restrain his superior Klingon strength when playing with physically weaker human children.

Worf's own son, **Alexander Rozhenko**, follows in his father's footsteps. His childhood is somewhat unusual, as he is at first reluctant to accept the Klingon side of himself, but eventually he is able to embrace most aspects of Klingon culture. As with many Klingon children, Alexander is forced to grow up quickly; in 2367, his mother, **K'Ehleyr**, dies at the hands of the renegade **Duras**, and the boy witnesses her death firsthand.

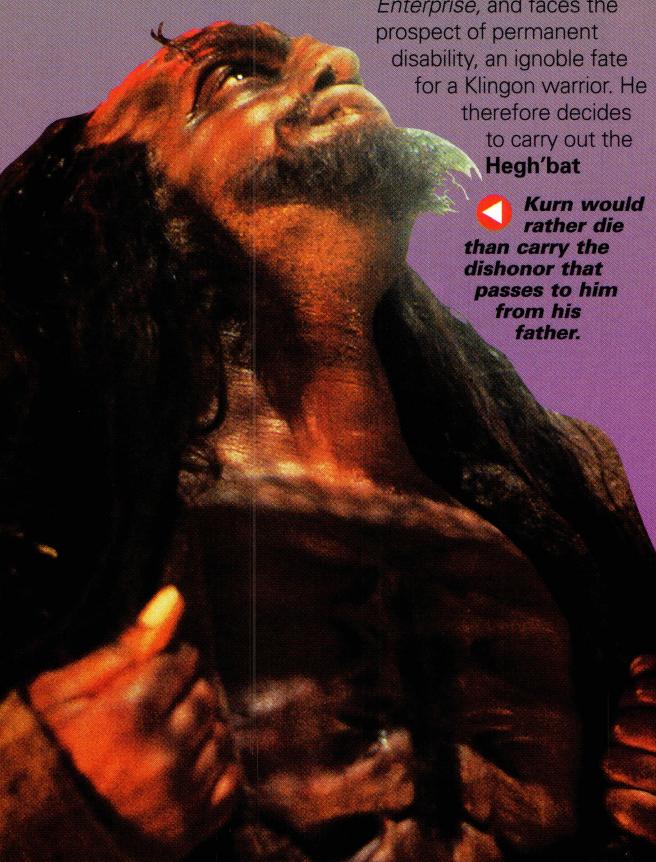
This tragedy, and a long

period of separation from his father, causes Alexander great pain and confusion. When the youngster is caught lying to his father during a reunion on the **U.S.S. Enterprise NCC-1701-D** in 2368, Worf threatens to send his son to a Klingon school so that he can truly learn what honor means. Klingon schools are designed to be difficult; the physical and mental hardships faced by the students are considered to be character building, and form an especially painful part of growing up for many Klingon children.

Early burden

In the same year, Worf is badly injured on the *Enterprise*, and faces the prospect of permanent disability, an ignoble fate for a Klingon warrior. He therefore decides to carry out the **Hegh'bath**

Kurn would rather die than carry the dishonor that passes to him from his father.



The Guide to the STAR TREK Galaxy

FILE 11 CARD 18



THE
KLINGON
EMPIRE

KLINGON CHILDHOOD



THE
KLINGON
EMPIRE

GALAXY FACTS

Klingons will not place their very young children in danger. The infant Kurn was left with a family friend while his parents and older brother Worf moved to Khitomer.

The children of the Klingon prison colony in the Carraya system are not taught the warrior ethos, and instead engage in lighthearted games.

armed with **painstiks**, enduring their attacks while reciting a sacred chant: "Today I am a warrior. I must show you my heart. I travel the river of blood."

Klingon society has also evolved methods by which growing children can be protected and cared for, if and when their parents are killed or the children are prematurely taken from them. The role of **ghojmok**, analogous to a nursemaid or nanny in human cultures, is an honored one among Klingons. Typically, an elder Klingon female will serve as gohojmok during her twilight years, ministering to the children of another family; for example, during his earliest years, Worf was cared for by **Kahlest**, an aged gohojmok who lived on the **Khitomer colony**.

Adopted families

On some occasions, however, Klingon children will find themselves orphaned by the death of their parents in service to the Empire; in such a case, a ritual exists in which another elder Klingon may bring the orphan into their house, effectively adopting them. This ceremony is known as the **R'uustai**, or bonding, and through it two Klingons may join families to become siblings under

the law, with all the responsibility that entails.

Worf himself undergoes a similar ritual when **General Martok** brings him into his family, the **House of Martok**. Separated from his fellow Klingons and his younger brother Kurn at the age of six, after the **Khitomer massacre**, Worf was adopted by human parents **Sergey** and **Helena Rozhenko**, and his acceptance into Martok's clan can be considered the closure of a circle.

Klingon culture considers a child to be fully grown – in essence, to be a warrior – on the day that he or she can first hold a blade. As with many hierarchical civilizations, Klingon tradition places the eldest child of a given family as the head by default after the parents; as such, Worf is the principal of the **House of Mogh** until he gives up his clan to join Martok's.

R'UUSTAI CEREMONY

Klingon adoption

Waging war is virtually the Klingons' sole reason for living, but the warrior race do their best to ensure that no innocents left behind by the slaughter are disadvantaged in any way. Klingons are taught to respect the warriors under their command, and part of this responsibility involves ensuring that the children of comrades killed in battle are cared for. When Starfleet officer Lt. Marla Aster dies under Worf's command, he feels morally obliged to adopt her young son, **Jeremy Aster**.

Worf and Jeremy Aster light candles to honor the memory of beloved relatives who have died.



Human children can become part of a Klingon family, just as Klingon children may be adopted by other races.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 115



OTHER GROUPS
AND RACES

THE MELKOTS

In 2268, the reclusive Melkots use a combination of powerful telepathy and a sophisticated warning buoy to spurn first contact with a Federation starship, the *U.S.S. Enterprise NCC-1701*.

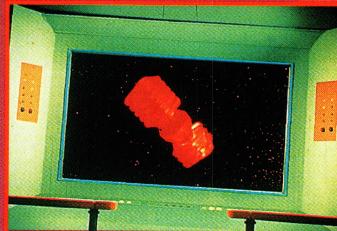
The Melkots, or Melkotians as they are sometimes known, are an advanced telepathic race from the **Alpha Quadrant** who are fearful of outsiders. Any being that is not Melkotian is deemed "alien," and seen as a disease that must be destroyed. As part of these radical, isolationist tendencies, the Melkots cordon off their area of space with warning buoys designed to block the paths of ships trying to pass them. The punishment for bypassing the buoys and violating Melkotian space is death.

The physical appearance of a Melkot is quite imposing. They have long, thin necks and large bulbous heads that appear to be either green or a rainbow of colors, including red, yellow, and blue. The head and neck of a Melkot is almost reptilian, with sagging skin and lizard-like scales.

Ghostly presence

The Melkots' faces are dominated by two large white eyes that are both brilliant and piercing. A Melkot seen standing in the dense fog that shrouds the surface of its home planet – a surface where no

▼ **MELKOTIAN WARNING BUOYS**
are drawn toward ships that enter their space.



Starfleet equipment such as a communicator or **tricorder** seems to work – strikes a ghostly and sinister presence.

A Melkot is capable of projecting its image in space, and communicates through a disembodied



▲ The Melkots appear as indistinct forms shrouded in wisps of red, yellow, and blue gas. Possibly the most striking part of their appearance is their staring eyes, which glow with a strange bright light.

voice that is received telepathically by the listener. Aboard the *U.S.S. Enterprise NCC-1701*, the voice is heard by each crew member in their own first language, including English, **Vulcan**, Russian, and Swahili, without the aid of a

universal translator. Until 2268, no contact with the Melkots has ever been recorded by Starfleet or the **United Federation of Planets**.

Zero tolerance

Because of their fear of outsiders, the Melkotians are swift to take action when 'aliens' trespass into their space; such an incident occurs in the case of the *Enterprise*. The

GUNFIGHT AT THE OK CORRAL REVISITED

Strange recreation

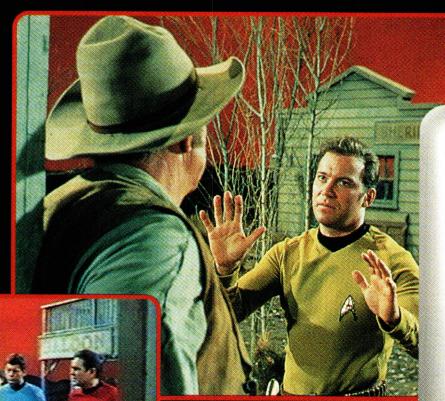
The Melkots' recreation of the Old West town of Tombstone is a bizarre sight. The buildings appear half finished, with entire walls missing in places, and the sky is an ominous shade of red. The overall effect is that of a surreal, twisted version of the original town.

The recreation is completed with the addition of period weapons in place of the Starfleet crew's phasers, and a population of realistic human characters.

► The town's sheriff encourages Captain Kirk to go to the OK Corral and kill the Earps. Kirk knows that if his crew try to do this, they will almost certainly lose their own lives.



► The Melkots' recreation of the town of Tombstone is a surreal, partially-built telepathic construct.



OTHER CARDS IN THIS FILE...

- 17 THE MINARANS
- 27 THE MEDUSANS
- 37 THE PLATONIANS

SEE OTHER FILES...

STAR TREK:
The Original Series.....File 68

► The real surface of the Melkotian homeworld is shrouded in a dense mist.

Planet Melkotian homeworld

Class M

Quadrant Alpha

Inhabitants The Melkots

Appearance The Melkots have a ghostly presence during communications with other races.

Abilities The telepathic abilities of the Melkots allow them to draw places and situations from the minds of other beings, and then create realistic environments based on these thoughts.

Other comments Species who exhibit benevolent qualities are welcomed to the Melkotian homeworld.

Starship Log STAR TREK: The Original Series 'Spectre of the Gun'

GALAXY FACTS

In 2267, Captain Kirk is also put to the test by the Metrons when he is forced to engage a Gorn captain in a fight to the death. On this occasion, Kirk's humanitarian respect for life saves him from an untimely death.

Spock and McCoy engineer a tranquilizer in an effort to disable the Earps, but it fails to work when tested on Scotty.

Melkots begin by urging the ship to turn back, telling **Captain James T. Kirk** that it is the only warning his vessel will receive. Kirk ignores this threat and later beams down to the Melkotian homeworld, along with a landing party. The reclusive aliens are angered by this act of defiance, and blame the captain for giving the order to cross into Melkotian space. They ominously tell Kirk that he will be punished.

Despite being a highly ordered and intelligent species, the Melkots also seem to be interested in delivering their own brand of retaliatory justice. Kirk is informed that "Your mind will lead to the pattern of your death," despite his plea of peaceful intent. A Melkotian looks into the captain's mind, and selects what it considers the proper time and place for the landing party's punishment. Because Kirk's ancestors



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 115



OTHER GROUPS AND RACES

THE MELKOTS



▲ Chekov is killed by the Earps, but is later revived by the Melkots.

▼ Spock uses a Vulcan mind-meld to convince Scotty that the bullets fired from the Earps' guns pose no threat.



pioneered the American frontier, the Melkots use this historical connection to transplant the landing party into a strange version of Tombstone, Arizona on Earth, only hours before the famous gunfight at the OK Corral took place in 1881. As **Mr. Spock** tells the captain, "the violence of your own heritage is to be the pattern for our execution."

Advanced abilities

The Melkots' powers extend far beyond matter generation and transportation, however. As highly advanced telepaths they are formidable foes, who are able to create entire worlds in which the universal laws of physics are suspended. In the dusty, partially-built town of Tombstone, the local residents see and hear Kirk and his colleagues only as members of the infamous Clanton gang, even though their outward appearances do not change.

Death is the only remaining reality in this version of the Wild West, delivered through the crude but powerful handguns carried by the town's U.S. marshals, the cruel and cunning Earps. History records that the Earps slaughtered the Clanton gang during their notorious showdown, leaving the Starfleet officers now 'playing' the Clantons with only a few hours to find a way out of their predicament.

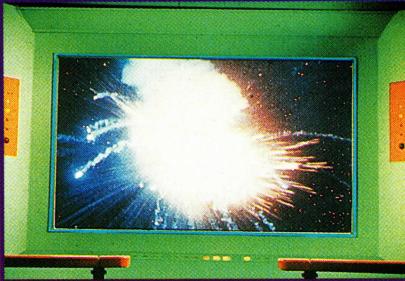
The Melkots, however, place a forcefield at the Tombstone city limits to prevent the crew from simply leaving. They also transport crew members directly into the OK Corral when the time comes for the gunfight. In a sense, the Melkots transform the party from the *Enterprise* into the criminals they believe them

to be, and use the vicious Earp brothers – Wyatt, Morgan, and Virgil – as Melkotian executioners to deliver their verdict against the alien intruders.

Power of illusion

Given the seemingly high price of ignoring a Melkotian warning, the Melkots act in a surprising manner once the gunfight takes place without the results they anticipate. Mr. Spock deduces that the bullets used by the Earps are not real, and that the whole Tombstone setting is nothing but a powerful illusion. Under orders from Captain Kirk, Spock uses the **Vulcan mind-meld** to convince the other landing party members of this fact. It is an action that ultimately saves their lives, as the Earps' bullets do no damage to them once they begin shooting.

Captain Kirk fights with Wyatt Earp but does not kill him, an action that impresses the Melkots enough to dissolve the Tombstone setting, return the crew members to the *Enterprise*, and destroy their warning buoy. It also



▼ In 2268, the Melkots' warning buoy explodes in a burst of bright light.

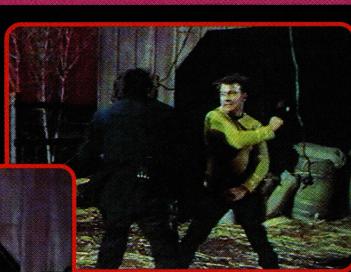
convinces the Melkots to open communications with the aliens. "Is this the way of your kind?" a Melkotian asks Captain Kirk in regard to his sparing of Earp's life. When the captain responds affirmatively, the Melkots invite the *Enterprise* to approach their planet and enjoy a warm welcome. In this way, the former intruders have proven that they truly are 'civilized,' and no longer pose a violent threat to the Melkots' precious isolation.

In the end, the Melkots remain somewhat mysterious and intriguing, with powers far beyond most other races. Their actions are consistent with those of peaceful beings, who happen to believe strongly in defending themselves and their territory, and in severely punishing those who would act against them. In this way, they are not unlike the gunfighters brought back to life in their bizarre version of Tombstone – honorable creatures who draw their weapons fast, but also put them down when convinced that an apparent foe is actually a friend.

KIRK'S SAVING GRACE

The true spirit of humanity

The landing party's decision not to kill the Earps in the Melkotian Tombstone scenario ensures their survival. Such compassionate behavior puzzles the Melkots, but Kirk explains that "we don't approve of killing. Therefore we did not." The captain goes on to offer the Melkots the hand of friendship, which they willingly accept.



▲ Kirk is ready to fight in self-defense, but is unwilling to kill other life forms.

◀ Kirk's respect for life shows the Melkots that he intends them no harm.



FILE 20 U.S.S. ENTERPRISE NCC-1701

U.S.S. ENTERPRISE NCC-1701-A

DECKS 1-23

DECK LOCATOR

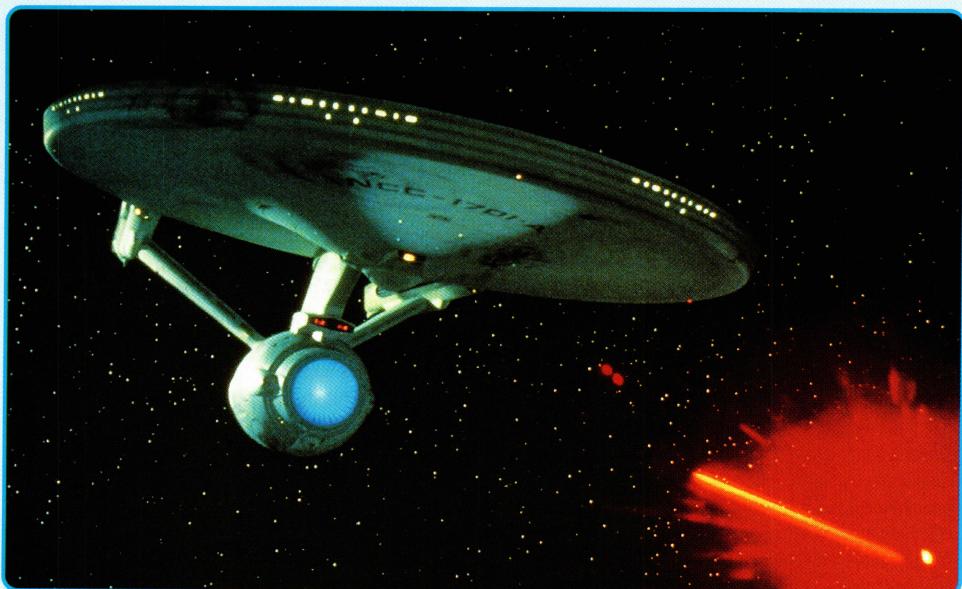
The **U.S.S. Enterprise NCC-1701-A** is an impressive design evolution of one of Starfleet's most successful classes of ship. The vessel incorporates a number of new features and facilities.

The redesign of **Starfleet's Constitution-class** starships in 2286 follows the original class's layout and overall design very closely, although the **warp nacelles**, support pylons, and **engineering hull** exhibit obvious modifications. Total length is increased to 305 meters, making the vessel 16 meters longer than the original **U.S.S. Enterprise NCC-1701**. The number of decks remains the same at 23, although there are minor changes in the location of various departments and equipment. In this way, vessels such as the **U.S.S. Enterprise NCC-1701-A** represent state-of-the-art innovation in control systems, propulsion, and weaponry, and make a significant contribution to Starfleet's exploratory and defense roles throughout the **United Federation of Planets**.

The **Constitution-class** starship is numbered from Deck 1 at the top of the **saucer section**, down to Deck 23 at the base of the engineering hull. The horizontal numbering of decks means that a single deck can occupy more than one section of the ship. Decks 6 through 11, for example, are shared between the saucer section support and the saucer itself, a practice abandoned in later classes.

Deck by deck

In common with all Starfleet vessels, Deck 1 is devoted to the bridge, which contains all of the major control systems needed to operate the ship. The bridge is reached by two **turbolifts** which run the entire height of the saucer section, through a network of interconnecting vertical and horizontal shafts which link the separate areas of the *Enterprise*, and allow a crew member to quickly traverse the entire length and height of the vessel in order to reach their duty station. Deck 2 is completely taken up with the ship's science



The U.S.S. ENTERPRISE NCC-1701-A's forward photon torpedo launchers are located at the base of the dorsal spine.

laboratories, which are complemented by further labs positioned on Deck 3; this allows science teams to be in close proximity to each other while they work.

Deck 3 also houses the main environmental support units, which are vital in maintaining the oxygen and heating supplies to the crew. Damage to this area may pose a serious problem to the ship, so there are redundancy features designed to complement these facilities. Further life support systems are based both on Deck 8 and further down in the ship on Deck 21, working as a back-up system in cases of emergency.

Personnel accommodation

Decks 4, 5, and 6 contain the crew quarters, offering a series of different accommodation, sized according to the rank of the various crew members. The captain's quarters are situated on Deck 5, putting **Captain James T. Kirk** directly in the middle of his off-duty crew and only a short journey from the most vital areas of the ship.

Both new and old versions of the **Constitution-class** starships concentrate a



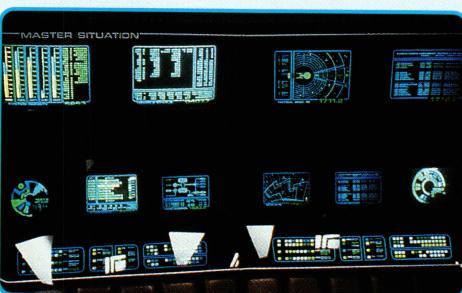
The crew quarters on Decks 4, 5, and 6 are adequately sized, and are often decorated with personal items.



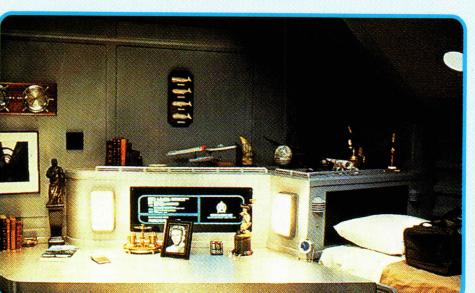
The transporter room on Deck 7 features a raised platform with seven individual personnel transporter pads.



Deck 1 houses the bridge of the ENTERPRISE. It retains the layout used for the original ENTERPRISE, with the captain's chair located in the center.

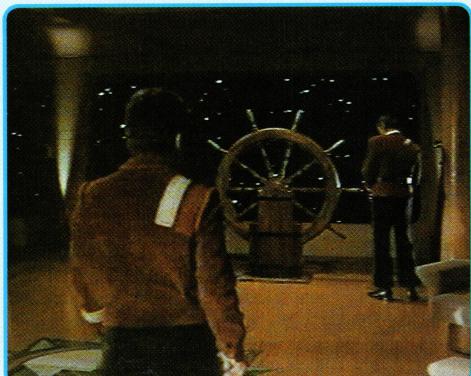


The bridge consoles utilize touch-sensitive controls for every operation. All of the bridge stations feature an array of monitors to relay data.



The captain's quarters on Deck 5 feature a desk and console unit next to the bunk bed. Captain Kirk keeps a picture of his son, David Marcus, on his desk.

U.S.S. ENTERPRISE NCC-1701-A DECK LOCATOR



▲ The forward observation room on Deck 12 features a sailing ship wheel, with a plaque bearing the directive "To Boldly Go Where No Man Has Gone Before."

number of vital sections on Deck 7. The main personnel **transporters** are located here, allowing transport on and off the ship. Sickbay is only a few meters away, so injured personnel can be rushed from the transporters to this advanced medical facility, which is equipped to deal with virtually all conceivable medical emergencies. Additionally, when carrying out official Starfleet duties, such as courtesy visits, or when carrying ambassadors to and from planets, the *Enterprise* has a comfortable and welcoming conference room, which can be used for onboard hospitality. The rear of Deck 7 houses the main impulse engines, as well as the ship's crucial computer core.

Food preparation

As the majority of decks down to this level have a high concentration of personnel, it is no surprise that Deck 8 houses the main food preparation areas, in the form of well-equipped galleys. Crew members are never far from freshly prepared meals, and food can be quickly delivered to guests or senior staff who may be eating in the conference room one deck above. In addition to the ship's laundry, Deck 8 is also the main recreation deck, reflecting Starfleet's awareness of the need to give its personnel time to relax, and perhaps escape the reality of their lives in space for a short time.

Decks 9 and 10 are occupied by freight and cargo storage areas. These contain not only the ship's own supplies, but also allow the vessel to transport goods from one Federation outpost to another. Deck 11 is devoted to the **phaser** controls which can be operated from either the



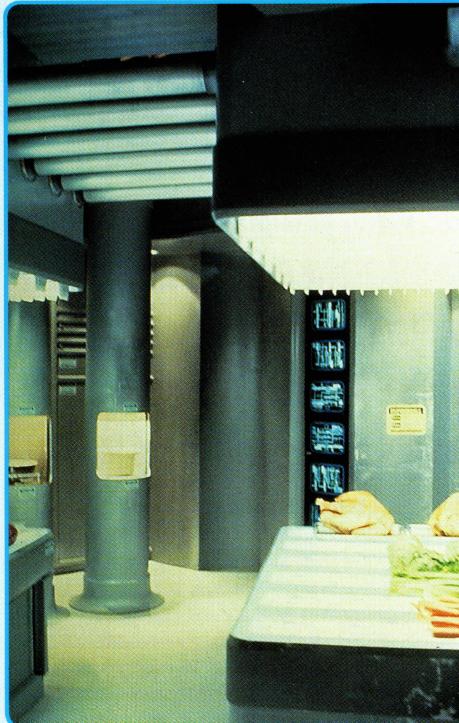
▲ The conference room, located in the saucer section of the U.S.S. ENTERPRISE NCC-1701-A, can be used to entertain visiting dignitaries.

bridge or from this location. Deck 12 houses the **inertial damping system**, a vital control area which allows **warp** capable vessels to accelerate and decelerate without crushing the entire crew. In addition to this important section, Deck 12 also offers the best view of the entire ship, and acts as the main observation deck.

Photon torpedo control

Deck 13 houses the **photon torpedo** launcher which can be accessed manually or operated by a member of the crew working on the bridge. Deck 14 carries the *Enterprise*'s entire water supply and also has engineering support, which is located directly above the warp drive reaction upper core injectors on Deck 15, below. Decks 16 and 17 contain the main deuterium fuel storage tanks feeding the ship's engines, while Deck 18 has the main power transformers, sensor, and deflector subsystems for the ship.

These systems are monitored and controlled by Main Engineering on Deck 19, which houses the **warp reaction chamber** and propulsion controls. The navigational deflectors and long range sensors are also on this deck, as well as



▲ Prior to the invention of the replicators that are used aboard 24th-century starships, a galley situated on Deck 8 provides freshly prepared food for the crew.

the shuttlecraft landing bay, which is serviced by the maintenance area on Deck 20, housing cargo bays 13 to 18. Further storage can be found on Deck 21, where cargo bays 19 to 20 are situated. Deck 22 is home to hydroponics and the botanical section and shares the deck with security confinement, logically kept as far from the bridge as possible. Deck 23, the lowest deck on the ship, is the location of the tractor beam emitter and the potentially dangerous **antimatter storage pods**; their positioning in this area of the vessel displays a concern for the safety of ship and crew that is inherent throughout the vessel's design.



▲ An extensive network of Jefferies tubes runs throughout the ENTERPRISE to aid maintenance and repair operations.



▲ The shuttlebay of the ENTERPRISE retains the same position and basic layout as that of the original CONSTITUTION-class ship. It does feature a number of new safety systems, such as nets that unfurl in the event of a shuttle making an emergency landing.



FILE 29 U.S.S. VOYAGER NCC-74656

SHIP:

U.S.S. VOYAGER NCC-74656

FACILITY:

MEDICAL FACILITIES

ITEM:

STASIS CHAMBER

The **U.S.S. Voyager NCC-74656**'s journey through the **Delta Quadrant** continues to present many dangers that threaten both the safety of the ship and the lives of its crew. In 2374, the **Intrepid**-class vessel encounters a **Mutara**-class nebula, a gaseous anomaly well known to **Starfleet** crews. The nebula's enormous size – approximately 110 light years across – leaves the crew with no option but to navigate through it, although a number of unknown constituents are detected within the nebula in minute quantities. The crew encounter a small, radioactive field on entering the nebula, and are immediately afflicted with headaches,

followed by skin blisters and burns which, in at least one case, prove fatal.

After quickly exiting the nebula, the crew realize they cannot withstand the month-long journey time required to travel through the nebula, due to the devastating effects on organic tissue of the subneucleonic radiation that is present in the nebula's gases.

Alternate plan

Adjustments to *Voyager*'s shields will not protect the life forms aboard from fatal exposure, and a course of inoculations is also unviable. The **EMH**'s investigations into the

phenomenon lead to an unattractive and drastic alternative: placing the entire crew into suspended animation for the duration of the journey through the nebula. **Captain Kathryn Janeway** has a number of reservations about this option, but the EMH can offer no alternative to his proposed designs for individual crew stasis chambers, with independent life-support systems built into each unit.

Suspended animation techniques are well known to Starfleet, and while the manufacture and modification of existing medical stasis units by the EMH is a relatively quick process, there is a number of fears expressed by the crew

STASIS CHAMBER

Protection After a crew member climbs inside the stasis chamber and positions themselves correctly, the hatch gently slides into place, sealing the occupant within. Once this has occurred, the chamber is responsible for regulating the individual's life signs and bodily functions until the hatch is reopened.

A console at the head of the stasis chamber provides information on the unit's occupant.

The top half of the stasis chamber slides down in order to allow the occupant to enter or leave the unit.

The chamber is raised approximately one-and-a-half meters off the floor by two supports – a main support at the foot of the device, and a thinner one at the head.

A transparent section allows a visual inspection of the occupant of each stasis chamber. It also prevents the feeling of claustrophobia that may occur in crew members as they awaken from an extended stay in suspended animation.

The crew of the **U.S.S. VOYAGER NCC-74656** are forced to go into stasis in order to traverse a vast **Mutara-class nebula**.





FILE 29 U.S.S. VOYAGER NCC-74656

The interiors of the stasis chambers aboard the U.S.S. VOYAGER NCC-74656 are rather cramped, although every effort has been made to ensure that the crew is kept comfortable within their individual chambers. All of the sleepers are provided with a full-length, cushioned backrest, and the atmosphere within is regulated to maintain a constant environment.



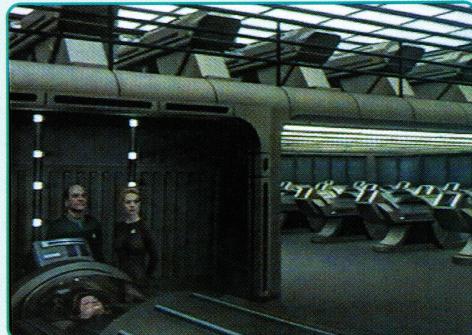
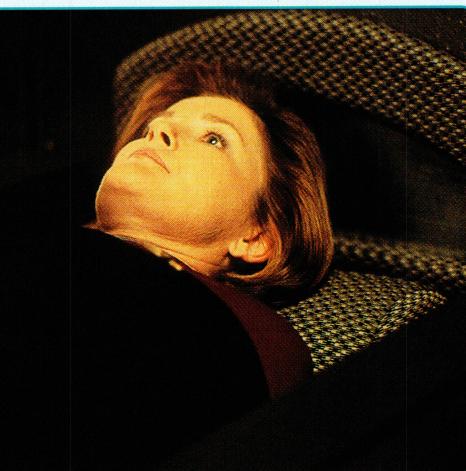
Most of VOYAGER's crew is willing to take their place within the chambers. Tom Paris, however, appears nervous and exhibits signs of claustrophobia.

over possible side effects. The EMH assures the captain that, although they will be asleep for over a month, the entire experience will be similar to "taking a nap"; the stasis chambers will slow down their cardiopulmonary systems and suspend neural activity for the duration of the suspended animation period. The reduction in normal body functions should leave the crew waking up feeling as if they have had, in his words, "a good night's sleep," and further assurance is given that every crew member's vital signs will be constantly monitored by the EMH, with additional checks made by the unaffected **Seven of Nine** four times a day.

Deck 14 is chosen to house the stasis chambers for a number of reasons. Primarily, the deck is split into two levels, which offer a convenient amount of space in which to arrange the individual chambers. Equally important, this centralized arrangement aids ease of monitoring by the EMH and Seven of Nine, allowing more efficient use of time during the daily routine of monitoring the vessel's vital systems. Total automation of Voyager is not an option, due to the unforeseeable effects the radiation may have on the ship's systems, a prudent concern which ultimately saves the entire crew's lives during the journey through the nebula.

Resting place

The external appearance of the chamber is similar to a coffin, a fact not lost on some crew members, but their shape and design is intended to afford maximum possible protection to the occupants during suspended animation. Each chamber consists of three main elements – a supporting base, the occupant chamber, and a control and monitoring interface, which are connected together to form an integrated, stand-alone unit. The supporting base is substantial, designed to withstand the weight of the occupant chamber and provide the stability



Deck 14 is deemed to be the most suitable location for the crew's month-long sleep, as the double-level deck provides easy access to each stasis chamber.

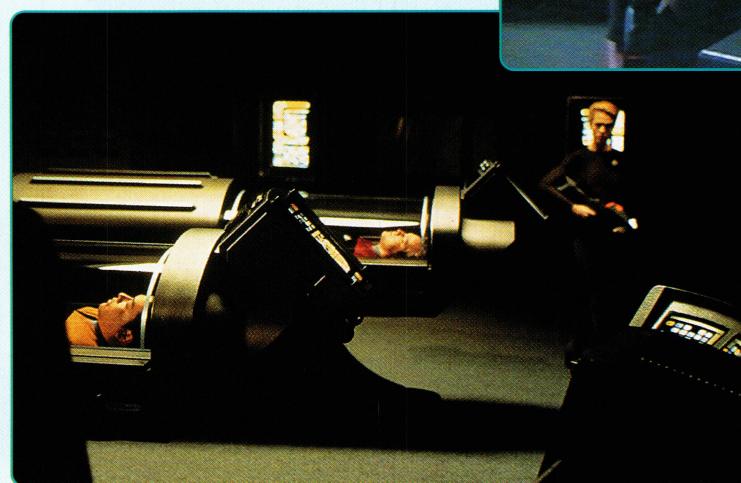
required when the crew member is entering or exiting the chamber.

The support at the foot of the chamber is an enclosed, thick, rectangular column, just under one meter in length. It slopes upward and outward at an angle of approximately 45 degrees, connecting the underside of the occupant chamber to the wide-stepped base sitting flush with the floor. The supporting column connected to the underside of the chamber's head is much narrower, and curves outward and upward from the stepped base. There is a gap between the two supports, allowing access to the underside if required.

Protective environment

Sitting directly on top of the two supports is the main occupant chamber. Constructed out of a smooth dark-gray alloy, the outer shell of the chamber is over 20 centimeters thick, and shields the occupant from all external sources of harmful radiation and other adverse environmental conditions. The outer shell is in excess of two meters in length, approximately one meter wide, and one and a half meters off the floor. There is a large gap at the head of the unit, through which the occupant enters and exits the chamber by sitting on the exposed ledge of the interior and sliding themselves into place within the shell. The upper surface of the chamber is curved, providing extra height inside the padded interior for the crew member, with

A freestanding console provides instant information on the condition of each stasis chamber resting in Deck 14. This obviates the need to check the display of each individual unit.



The interiors of the stasis chambers constructed on VOYAGER are softly illuminated. This allows Seven of Nine and the EMH to carry out regular checks on the occupants' condition while the starship continues its journey through the nebula. Deck 14 remains in semi-darkness, allowing power to be conserved.

FILE 34 THE KLINGON FLEET

I.K.S. Drovna

The *I.K.S. Drovna* is sent on a dangerous secret mission in 2372. Hidden from view by a cloaking device, it must lay a minefield close to enemy station *Deep Space Nine*, but the plan is jeopardized when one mine detonates prematurely.

In 2372, the **Klingon Empire** is brought perilously close to war with the **United Federation of Planets** by **Gowron**, leader of the **Klingon High Council**. Following the successful occupation of **Cardassia** by Klingon forces, Gowron decides to prepare for a conflict with the Federation which many on the Klingon High Council feel cannot be won. In order to gain as much tactical advantage as possible at the outbreak of hostilities, Gowron utilizes methods not normally associated with Klingon combat when he chooses to deploy cloaked mines along the Cardassian/**Bajoran** border. One of the vessels carrying out this highly secretive and dangerous task is the **Imperial Klingon Ship Drovna**, whose subsequent damage not only exposes the Klingons' hitherto unsuspected activities, but also aids in the destruction of the mines.

The *I.K.S. Drovna* is a **Vor'cha-class Attack Cruiser**, one of the largest and most powerful vessels in the Klingon fleet. Commencing operations around **Stardate 49556** on the boundaries of occupied Cardassian territory, the *Drovna* is accompanied by at least one other vessel in its mine-laying mission, the **Bird-of-Prey I.K.S. Korinar**. The duration of their mission prior to the first accidental explosion witnessed by the **U.S.S. Defiant NX-74205** is unclear, but a considerable amount of mines are deployed in a minefield which, if completed, would have sealed off **Deep Space Nine** from aid at the outbreak of war.

The **Klingon** mines cannot be detected by any known sensor array. To discourage further investigation by **Starfleet**, the captain of the *I.K.S. Korinar* claims the Klingons are carrying out a perfectly legal military exercise, and the

Drovna continues its mine-laying activities, despite the accidental detonation of a mine.

The great danger in deploying the mines becomes obvious when a single device explodes around 10 kilometers off the port **warp nacelle** of the *Drovna*, creating a massive hull breach. The extensive damage tears a huge hole in the upper section of the port warp nacelle strut and severely damages the rear top section of the vessel. The *Drovna* immediately becomes visible to the nearby *U.S.S. Defiant*, just over the border in Bajoran space, and appears to spin out of control with fires burning around the fractured hull. Main power begins to fail almost immediately, and as the port warp nacelle flickers on and off, a huge amount of radiation leaks out of the stricken vessel.

Offer of help

At this point, the *Defiant* is unaware of the hidden minefield, so immediately offers assistance to the crippled Klingon ship. The number of casualties aboard the *Drovna* cannot be detected due to the radiation, and the Klingon captain at first refuses any offer of help, telling **Major Kira Nerys** they do not wish to be approached. The situation aboard the **Vor'cha-class** vessel worsens considerably when emergency power is lost, but the other cloaked Klingon ships involved in the mine-laying mission offer no aid, as this would give away their position to Starfleet. The Klingon captain eventually requests medical assistance from the *Defiant*, and when Major Kira explains the facilities aboard her vessel are very limited, the offer of a tow back to starbase *Deep Space Nine* is reluctantly accepted.

Docking at Upper Pylon 3, the *Drovna*'s



A damaged *I.K.S. DROVNA* appears on the viewscreen of the *U.S.S. DEFIANT NX-74205*, prompting the Starfleet vessel to offer assistance to the stricken Klingons.



Worf and Kurn both undergo temporary alterations to their features and DNA signatures, to allow them to infiltrate the *I.K.S. DROVNA*.

damage can be clearly seen as a large black gash across the upper port quarter. At this point, the Starfleet personnel on *Deep Space Nine* are still unsure as to the cause of the accident, and at first the casualties treated by **Dr. Julian Bashir** are not unusual. Fifteen crew suffer severe radiation burns, seven undergo surgery for thoracic perforation trauma caused by shrapnel, and 23 suffer decompression-related injuries, exactly what would be expected after an explosion on a starship. The nature of the radiation injuries finally reveals the *Drovna's* mission – exposure to gamma radiation can only come from a **photon torpedo** blast, but lack of an ion trail rules this out. It is **Worf** who finally surmises that the *Drovna* was laying mines.

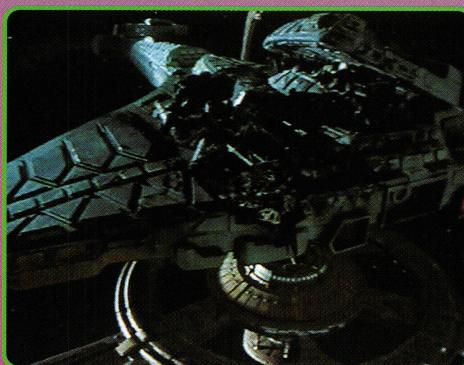
The truth revealed

Understanding the nature of Klingon mines, Worf, with his brother **Kurn**, volunteers to be temporarily surgically altered in order to board the *Drovna* and locate the coordinates of the minefield and the detonation codes for the mines. Kurn accesses the defense system database and, by using his extensive knowledge of Klingon security files, avoids the deliberately planted false information and retrieves the information on the mines. This is used by Major Kira Nerys aboard the *Defiant* to detonate the mines in **Grid 21 Alpha**, and **22 Alpha** to **47 Gamma**.

This flushes out the remaining Klingon fleet, destroys the mines, and exposes Gowron. The *Drovna* leaves *Deep Space Nine* to face an uncertain future.



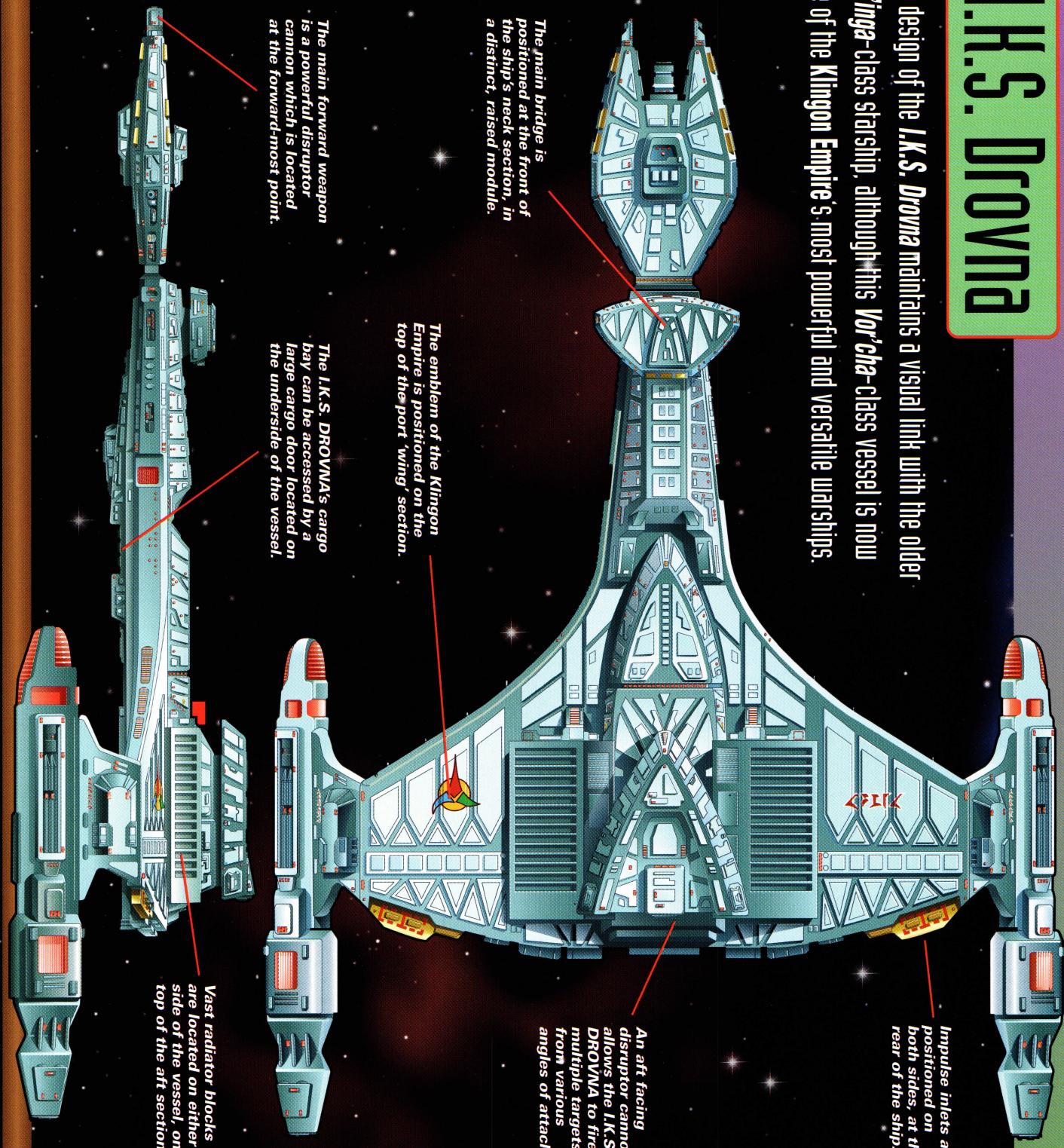
The two Klingons are able to access the security files which reveal that the *I.K.S. DROVNA* has been laying a minefield in Bajoran space.



The *I.K.S. DROVNA* is allowed to dock at *DEEP SPACE NINE*'s Upper Pylon 3 after it suffers damage from an exploding mine.

I.K.S. Drovna

The design of the I.K.S. Drovna maintains a visual link with the older *K'tinga*-class starship, although this *Vor'cha*-class vessel is now one of the **Klingon Empire's** most powerful and versatile warships.

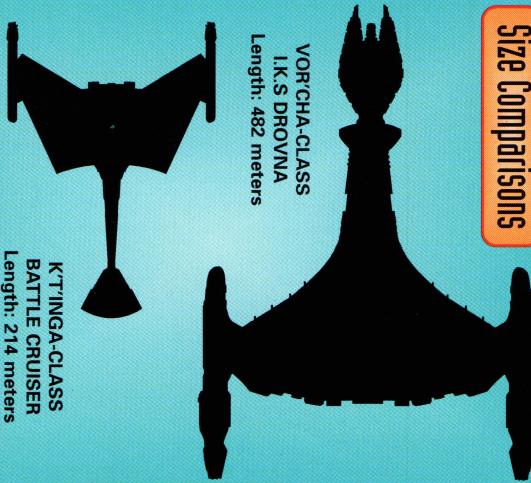


An aft facing disruptor cannon allows the I.K.S. DROVNA to fire on multiple targets from various angles of attack.



The I.K.S. DROVNA is discovered by the U.S.S. DEFYANT NX-74205 with immense damage visible on the aft-port section of the ship. The vessel's structure has been compromised, but it is still salvageable.

Size Comparisons



The VOR'CHA-class I.K.S. DROVNA is over twice the length of a typical K'TINGA-class BATTLE CRUISER.



FILE 43 STARFLEET PERSONNEL

Dr. Janice Lester

Dr. Janice Lester seems to have it all. Bright and attractive, this competent woman leads a team of scientists investigating the ruins of an advanced alien civilization. Few people realize that behind Lester's calm persona lurks a seething mass of hatred, envy, and self-loathing.

Despite her academic credentials and the position she has attained, **Dr. Janice Lester** believes that she has been shut out of the career she truly desires – that of taking command of a **Federation** starship – simply because of her gender. Other women might have struggled against perceived injustice, but Janice turns her anger inward. Even while continuing to dress and act in a feminine manner, she comes to despise her sex.

Star-crossed lovers

For a year, Janice Lester has a passionate relationship with the young **James T. Kirk** when they both attend **Starfleet Academy**. She later describes it as the only time in her life that she felt truly alive, but it may not have been quite as idyllic as she paints it. Kirk's recollection of their time together is that she tormented and punished him for being male – for being part of the world of starship captains that excludes women. Janice Lester envisions

the two of them exploring the stars together; Kirk seems to think that it is much more likely that they would have killed each other. Janice believes they separated because Kirk walked away when things got serious; he blames it on her own inner turmoil.

Dark thoughts

Even after the relationship is over, however, Janice Lester continues to have strong feelings for Kirk, and she still wants the life he has. When one of the artifacts on the planet **Camus II**, where she leads a scientific expedition, proves capable of transferring consciousness between two beings, she does not consider it to be a major scientific discovery, even though it is unprecedented elsewhere in the Galaxy. Instead, she sees it as a way of stealing everything that Kirk has.

Determined to acquire her former lover's identity, Lester studies every detail of starship operations – not just the technical details, but the personal ones as well. She learns the names,

PROFILE OF DR. LESTER

NAME: Dr. Janice Lester

LIFE FORM: Human female

FORMER STATUS: Leader of a scientific expedition to the planet Camus II.

CURRENT STATUS: In detention after attempting to transfer her consciousness into the body of Starfleet Captain James T. Kirk.

FIRST SEEN: 2269

STARSHIP LOG: 'Turnabout Intruder' [TOS]



▲ Dr. Janice Lester's beautiful features mask the almost uncontrollable rage that consumes her every waking moment.

positions, and faces of every member of the **U.S.S. Enterprise NCC-1701**'s crew.

Lester cold-bloodedly sends her team into an area where the radiation shielding is weakest. Exposed to the deadly selenium, her people die just so that Lester can send out a distress call to the nearby *Enterprise*. She then fakes illness in order to be alone with Kirk when he beams down. Janice stuns the captain with a **phaser**,



Conspiracy

Dr. Janice Lester conspires with her colleague Dr. Coleman to ensure that Kirk's consciousness, trapped within her former body, is kept heavily sedated.

LESTER'S PATH TO POWER

In two minds

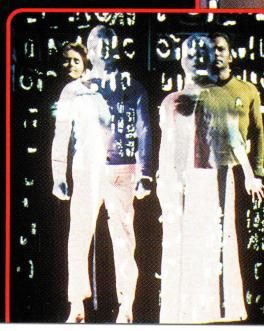
Dr. Janice Lester's plot to steal the life and career of her former lover, Captain James T. Kirk, is a carefully plotted and ruthlessly implemented plan.

After transmitting a distress call, Lester fakes the symptoms of radiation poisoning, tricking Kirk into stepping close to her bedside. This gives her the opportunity to stun Kirk with a phaser. He is then powerless to stop Lester from placing him in the alien consciousness transferral device, and then taking away everything that the captain has earned or achieved in his life and career.



▲ Lester prepares to eradicate both her old body and Kirk's mind from sentient existence.

▶ The alien device can almost instantly swap humanoid minds into other bodies.



▲ Lester beams aboard the **U.S.S. ENTERPRISE NCC-1701** carrying her old body, and prepares to take command of the starship.



OTHER CARDS IN THIS FILE...

3K KIRK AND ROMANCE: Pt 1

3L KIRK AND ROMANCE: Pt 2

3M KIRK AND ROMANCE: Pt 3

SEE OTHER FILES...

SPECIAL FACILITIES File 66

STAR TREK: The Original Series File 68



★ New orders

After taking control of Kirk's body, Dr. Janice Lester instructs the crew of the U.S.S. ENTERPRISE NCC-1701 to set course for the Benecia colony.

and activates the alien device to switch their minds.

Despite Lester's statement that she is not afraid to kill, she still hesitates too long at Kirk's side and fails to smother him after the body switch. Her feelings for her former lover may be stronger than she believes.

Manipulative love

Lester's involvement with the expedition's surgeon, **Dr. Arthur Coleman**, is equally conflicted. Unlike Kirk, Coleman's Starfleet record is a tarnished one. He lost his starship position for administrative incompetence and flagrant medical blunders. Coleman is also much weaker and more malleable than Kirk, but he truly loves Janice, even as her paranoia and instability lead her to murder. She does not feel the same strength of passion for Coleman that she does for Kirk, but is still aware of his feelings and is able to manipulate him into doing what she wants. Coleman protests that he will not become a murderer for her sake, but he still allows her to kill the expedition members, and eventually agrees to kill Kirk in order to prevent the mind transfer from being reversed.

Janice Lester knows all of the technical aspects of commanding a starship, yet her instability leaves her unable to maintain command for long. Her failure to murder the man she once loved also means that she must contend with Kirk's continued presence on the ship – a presence that threatens to expose



"Your world of starship captains doesn't admit women. It isn't fair." — Dr. Janice Lester to Captain James Kirk



★ Strange behaviour

The senior officers are puzzled by their captain's hysterical treatment of 'Dr. Lester.'

★ Broken

The transference link weakens after a time, allowing Captain Kirk to feel as if he is back on the bridge of the ENTERPRISE.

her deception. She cannot keep Kirk sedated forever and, once conscious, he might be believed.

Basically self-centered, Lester cannot convincingly reproduce Kirk's command style. Her insistence on first taking **Dr. McCoy** off 'Janice Lester's' case, and then reversing course and heading to the primitive medical facilities of the **Benecia Colony**, rather than the more advanced

Starbase 2, are totally out of character for Kirk. She cannot keep the ship's senior officers from becoming suspicious. The crew also note the unusual behavior and become tense.

Despite the fact that Lester despises her gender, it seems that she cannot escape her femininity. When McCoy comes to talk with her, she continues to file her nails offhandedly in a very unmasculine

fashion. Her efforts to convince Dr. Coleman that he should kill Kirk includes a seductive caressing of his shoulder. As Janice becomes angrier and more afraid, her emotions emerge as stereotypically female hysteria.

Medically sound

For a while, however, Lester is lucky, as Dr. McCoy's early suspicions backfire. A physical examination reveals nothing wrong with the 'captain.' Even the Robbiana dermal-optic test, which reveals a person's emotional structure by measuring their reactions to various kinds of colored light, seems to indicate that nothing has changed in Kirk's profile. The alien device has done its work well, and there is no physical proof of the transfer.

Lester is temporarily freed from

★ Realization

Kirk is shocked to discover that his consciousness now inhabits the body of Dr. Janice Lester.

the anxiety that she might be revealed as an impostor, but she is still threatened by Kirk's attempts to assert his identity, and her paranoia emerges in full force. She orders Kirk into total isolation, court-martials **First Officer Spock** on charges of mutiny, and then orders the death penalty for all the senior officers, in defiance of Starfleet regulations.

Mind reversal

In the end, the violence of Lester's own emotions turns against her. Her rage reverses the **life entity transfer**, and returns her to the body that she detests.

Janice Lester may or may not be correct in her assessment of the barriers against women in her century. After all, during Spock's court-martial, no-one questions her statement that the mind of James Kirk in a female body would be barred from command. Her reaction to that reality, however, is driven as much by personal paranoia as by a sense of injustice.

QUESTIONING THE CAPTAIN

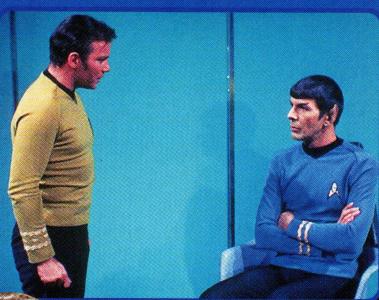
Court hearing

Lester's position on the U.S.S. Enterprise NCC-1701 ultimately falters when Spock becomes convinced that Kirk's consciousness now inhabits the body of the female doctor.

Lester accuses Spock of conspiring to take over the ship, and convenes a hearing to consider a charge of mutiny. Her behavior is notably different from that of the real captain, as confirmed by Spock, McCoy, and Scott. Lester's position finally becomes untenable when she orders the officers to be executed – an order Kirk would never make.

Accusation

Lester tries to convict Mr. Spock of mutiny.



Revelation

Lester's execution order proves that she has taken over the captain's body.

Doubts

Spock and McCoy confirm that their captain is acting strangely.





Data's Vulnerabilities

When witnessing Data's incredible strength and physical resilience, it is difficult to imagine that the android has any kind of vulnerabilities. In his own way, however, Data is just as susceptible to breakdown and injury as any flesh-and-blood being.

The androids created by noted 24th-century scientist and cybernetics expert **Dr. Noonien Soong** are the most advanced synthetic humanoids ever to be devised by a human mind.

Data, and his brother **Lore**, may possess superior physical abilities to organic humanoid life forms, but they are not infallible. The most important chink in Data's seemingly invulnerable armor is what could be termed his Achilles' heel, a deliberate weak spot placed in the android's construction by his creator.

Inert android

This vulnerable point is a simple enough device – an on/off switch located in a small indentation on his back, close to the point on a human being where the pelvic bone and rib cage are situated. Data has quite literally no defence against the switch, and a push of this button renders the

android completely inert. Given that Data is inclined to make modifications to his own subsystems, he has apparently installed some form of timer mechanism, a bypass circuit to reactivate himself if he is deactivated by an enemy or an accident.

Concealed switch

The knowledge of the off switch represents a threat to Data's continued existence, and so he guards the information well, sharing it with only a few of his acquaintances. Data first mentions the switch in confidence to the chief medical officer of the **U.S.S. Enterprise NCC-1701-D**, **Dr. Beverly Crusher**, in 2364; in the same year, Lore impersonates Data and makes a point of telling young **Wesley Crusher** about the Soong-type androids' one major weak spot.

In 2365, Data is moved to tell his 'Grandpa', **Dr. Ira Graves**, about his on/off

PROFILE ON DATA'S VULNERABILITIES

- 2364: Succumbs to Psi 2000 virus.
- 2364: Reveals the existence of his on/off switch to Dr. Beverly Crusher.
- 2368: Possessed by an Ux-Mal criminal.
- 2369/70: Suffers emotional manipulation at the hands of Lore.
- 2370: Suffers from memory loss during a mission to recover a crashed probe.
- 2371: Experiences emotional overload after fitting an emotion chip also created by Dr. Noonien Soong.
- 2373: Captured by the Borg Queen.
- 2375: Reverts to ethical and moral subroutines when shot by the Son'a.



► Data is an exemplary Starfleet officer, but his android form is still vulnerable to outside manipulation on occasion. In 2368, Data's body is easily possessed by the spirit of an Ux-Mal criminal.

switch. Its existence is also discovered by **William Riker** in the same year, when the commander is forced to act as a prosecutor in a court hearing set up to determine

Data's status with regards to sentient rights. Also present at this tribunal are Data's commanding officer **Captain Jean-Luc Picard**, **Captain Phillipa Louvois**, and Starfleet cyberneticist

Commander Bruce Maddox. All of them are sworn to keep secret the court's proceedings, but the hearing does mean that Data's off switch, and his complete technical specifications, still become a matter of Starfleet record. Years later, in 2375, **Admiral Matthew Dougherty** exploits

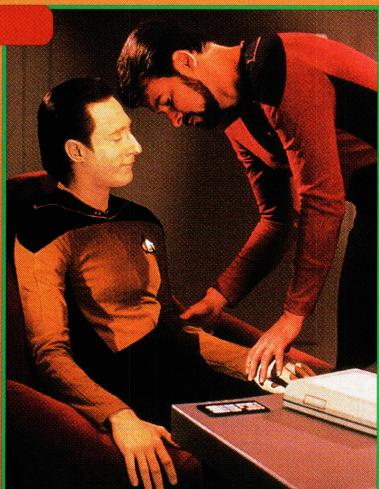
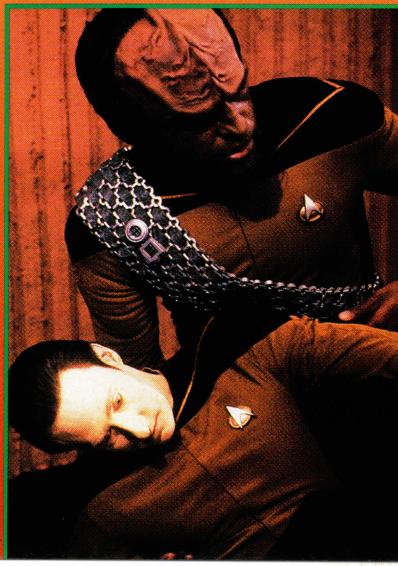
Twin

Lore is able to manipulate Data on a number of occasions, due to his knowledge of his brother's systems.

ANDROID ANGST

Deactivated

Data's off switch leaves him unable to function, and completely motionless.



Disassemble

Riker uses Data's android physiology against him during a hearing to decide his rights in 2365.



Weapon

In 2375, **Geordi La Forge** discovers that a Son'a weapon caused Data to malfunction while he was on the Ba'ku colony world.

Data's Vulnerabilities



this state of affairs by demanding that Picard and **Chief Engineer Geordi La Forge** provide him with information on their colleague, after Data apparently malfunctions during a mission to the **Ba'ku colony world** in the **Briar Patch**.

To date, Data's off switch has only been used against him twice. The first incident occurs in 2364, when Lore employs it to defeat him, and again in 2368, when **Dr. Beverly Crusher** deactivates him while under the mind-controlling influence of a **Ktarian game**.

Accidental injury

Data is also vulnerable to attack and injury in the more general sense. On occasion he has taken the brunt of physical traumas, such as impacts from shuttle crashlandings, plain and simple strikes and punches, and deadly discharges from **phasers** and other directed-energy weapons that would kill an ordinary organic life form.

He is largely invulnerable to attack by viral, drug, or gaseous agents, but is susceptible to virus programs that can infect and alter the functions of his internal systems. In early 2366, Data's positronic brain is taken over –

**Stunned**

Data is sometimes vulnerable to directed-energy weapons.

Fully functional

Data succumbs to a variation of the Psi 2000 virus in 2364, and engages in a sexual encounter with his colleague Tasha Yar.

Mind control

Data allows nanites to take control of his neural net in 2366.

"I wish to be deactivated until Dr. Crusher can remove the emotion chip ... I simply do not have the ability to control these emotions."

— Data to Captain Picard

**Loving the queen**

Data is tempted to join the Borg Queen for zero point eight-six seconds in 2373.

albeit with his permission – by a colony of highly evolved microbotic **nanites** for a brief period. He is later placed involuntarily in the same situation by an energy being from the penal colony world **Mab-Bu VI**, a violent former prisoner intent on using the android's body as a vehicle for his escape.

Infectious fallibility

Data's single brush with a true organic infection comes early in his career aboard the *Enterprise*, when he and the majority of the starship's crew are contaminated by a variant of the **Psi 2000 virus**. The android's infection can be tracked to the presence of several biological components in his construction.

Data is more susceptible to assaults targeted specifically at his android makeup. On a solo mission to **Tau Cygna V** in 2366, for example, Data's operation is briefly terminated by a colonist named **Gosheven**, who uses an energy weapon to overload the android's systems and shut him down.

It could be said that Data's greatest weakness is also potentially his greatest strength. Originally constructed without the capacity to emulate and experience emotions and feelings, Data advances and upgrades himself by installing an emotion chip in his

Emotional overload

Data's emotion circuit fuses into his neural net in 2371, causing him to lose control.



positronic brain in 2371. After much deliberation, Data activates the chip, fabricated by his 'father' Dr Noonien Soong, and suffers greatly from emotional imbalance as the device fuses itself into his **neural network**. At one point, his unstable state even leads him to request that Captain Picard deactivate him until a way of removing the chip is found.

Emotional control

Data later develops the ability to activate or deactivate the emotion chip at will – and also remove it and leave it behind while on away missions – but his control of it is

still overridden during his capture and interrogation by the **Borg Queen** in 2373. Data's rational thinking process is clouded with intense feelings of fear and desire, thanks to the Borg Queen's manipulation of his nascent emotional state, but it is his loyalty to Picard and his crewmates that wins through at the decisive moment.

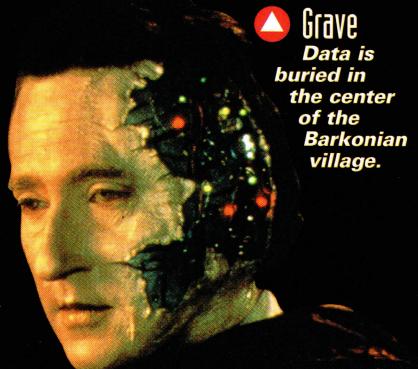
Data's chip-induced emotions are just as capable of being exploited and controlled as those of vulnerable organic beings, but the freedom and strength with which they provide him makes the android more human than machine.

CORRUPTED DATA**Blow to the head**

In 2370, Data's vulnerabilities are exposed to the full, when a power surge from a crashed Starfleet probe he has been ordered to recover overloads his positronic matrix and causes him to suffer from memory loss. The android stumbles upon a village and begins a new life on Barkon IV. Unfortunately, the radioactive components of the probe cause the villagers to fall ill. Despite finding a cure, Data is held responsible for the outbreak and is deactivated by the villagers. He is later recovered and revived by his crewmates.



▲ **Grave**
Data is buried in the center of the Barkonian village.

**Exposed**

Data's inner workings are revealed to the inhabitants of Barkon V after he is struck with a metal rod.

Class-8 Probe

Some of the most important pieces of equipment carried aboard Federation starships are the sensor probes which are used to relay data on a variety of stellar phenomena. In 2365, a **Class-8 Probe** is used to unique effect in the transportation of a Special Emissary.

Stardate vessels utilize a series of **sensor probes** to investigate areas which may be inaccessible or undesirable for a starship to enter. Equipped with a variety of active and passive scanners and sensor packages, the probes range in size and sophistication according to their classification. **Class-1** and **Class-4 Probes** are primarily designed for scientific study at relatively close range; **Class-5 Probes** are designed for medium-range reconnaissance duties, and **Class-8 Probes** are designed for extended flight at very high speeds. Similar in external appearance to a **photon torpedo**, the interior of the probe can be furnished with a variety of systems, depending on the mission requirements, but the payload

carried by a **Class-8 Probe** on **Stardate 42901** is both irregular and unusual.

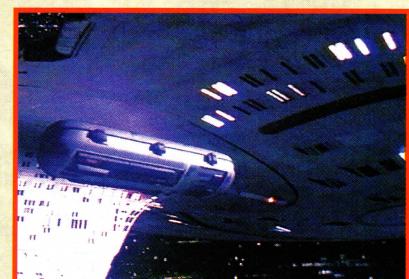
Special mission

The detection of the **Klingon Sleeper Ship T'Ong** in 2365 leads the **United Federation of Planets** to appoint the half-Klingon, half-human ambassador **K'Ehleyr** as a Federation Special Emissary, with a mission to convince the crew of the **T'Ong** that they are no longer at war with the Federation, after awaking them from their 75-year suspended animation. The highest priority is placed on this mission, but there are no available vessels at K'Ehleyr's location on **Starbase 153**. In order to expedite her progress, the decision is made to completely remove the transmitters and sensors from a

Class-8 Probe, and effectively launch the Special Emissary into space for a rendezvous with the **U.S.S. Enterprise NCC-1701-D**, which is under the command of **Captain Jean-Luc Picard**.

Surprising rendezvous

Answering the **Class-11** emergency signal from **Starfleet Command**, Captain Picard is at first unaware of the nature of the vessel he is to rendezvous with on the orders of **Admiral Gromek**, but the probe is quickly detected at the specified coordinates. The probe is equipped with a rudimentary life-support system, designed to sustain K'Ehleyr through her claustrophobic journey to the **Baradis system**. This method of transport may be extremely uncomfortable, but



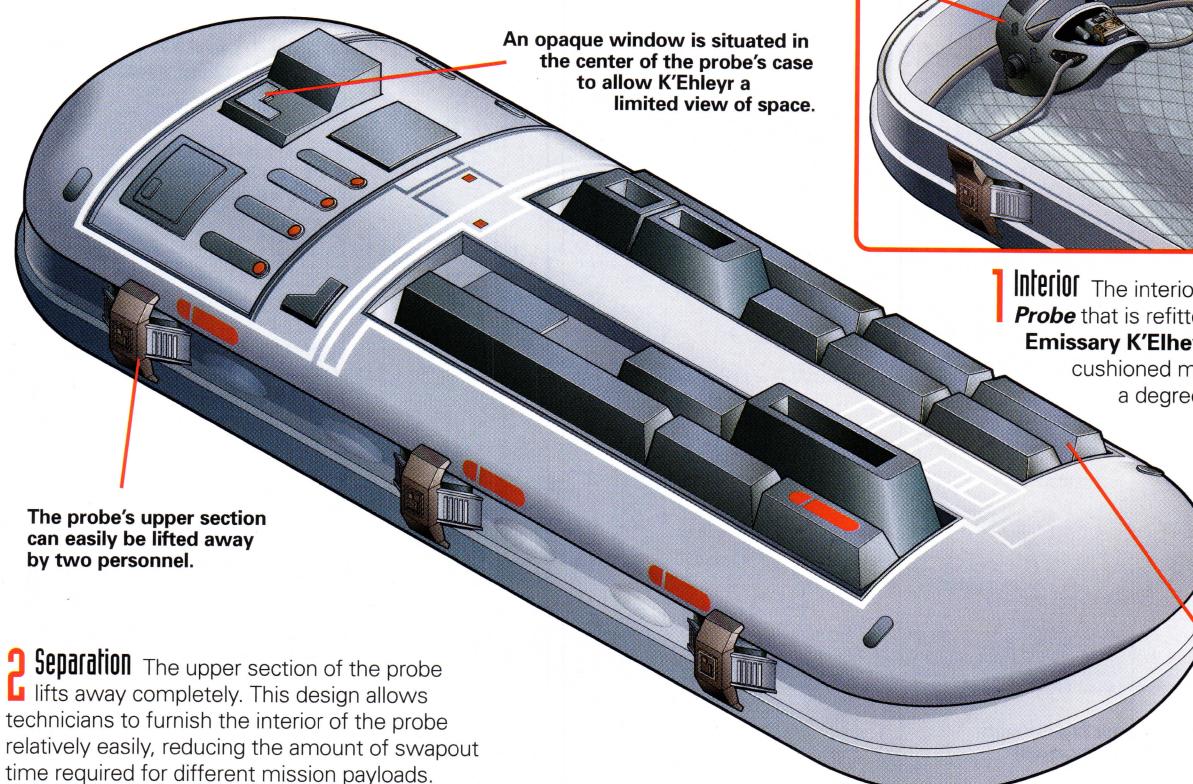
To bring the probe aboard the **U.S.S. ENTERPRISE NCC-1701-D**, the speed of the two craft must be matched and a tractor beam locked so the probe can be transported aboard.



The **CLASS-8 PROBE** fits comfortably onto a personnel transporter pad aboard the **ENTERPRISE**, negating the need to maneuver the unit into a shuttlebay.

launching the probe directly from **Starbase 153** to meet the **Enterprise** at the coordinates, rather than diverting the starship

CLASS-8 PROBE



Class-8 Probe



A control panel is located on the exterior of the probe, which allows personnel to access the interior of the unit.

to meet the Special Emissary, saves 6.1 hours, a crucial amount of time which could mean the difference between success and failure for her mission.

Beaming aboard

Class-8 Probes are just over two meters long, and can travel at a sustained speed of **warp 9** over long distances, so the *Enterprise* has to match the speed of the probe in order to beam it aboard. Following a parallel course to the probe, the *Enterprise* allows it to run along its starboard side, and locks a tractor beam onto it at a distance of around 7500 meters. The outer casing of the probe is designed to protect the highly delicate sensor systems inside its shell, and can easily withstand the stresses produced by a tractor beam. Once the *Class-8 Probe* is effectively locked into place,

the container is then beamed directly aboard the *Enterprise*, as the casing is small enough to fit onto the **personnel transporter pad**.

The outer casing of the *Class-8 Probe* is constructed from a polished lightweight metallic alloy, strong enough to withstand launch and high-velocity flight, yet thin enough to allow the maximum use of internal space for instruments or an occupant. Unlike a photon torpedo, the casing is split into an upper and lower section and does not have the double flip-open rectangular access ports situated on the upper surface of the casing, but is designed to be separated into a base and lid unit. The probe has rounded ends, with the upper casing having a gently curved shape. Set into the upper lid section are two darkened rectangular sections, the smaller area denoting the head of the probe and the larger area running along a third of the lid. This surface is smooth on a photon torpedo casing, but on a *Class-8 Probe* there are a couple of raised sections, although these may be modifications carried out for the purpose of transporting K'Ehleyr.

Situated at the base of the upper section is a small control panel, consisting of a series of push buttons with a computerized audio

confirmation of use. Set into the casing just below this control panel is a single light source which flashes brightly while the probe is in flight and extinguishes when it comes to rest. The panel is used to seal and open the casing, with the correct combination of buttons springing the six latches around the flattened sides of the probe. Three latches are located on the left hand side and three on the right, spaced at regular intervals along the length of the probe. The latches open upward at the same time, allowing the lightweight lid to be completely removed, exposing the silver colored interior.

Interior detailing

The interior of the probe is bare, consisting of a thin silver-quilted material which may have been inserted to offer some cushioning to the Federation Emissary during her journey. A face mask is worn by K'Ehleyr during the process, which connects to two transparent tubes running to the interior of the probe's lower casing, forming a pressurized seal in order to offer life support for the occupant. Once the mask has been removed, it is a simple matter for the emissary to sit up and step out of the low ledge formed by the upper lip of the probe's casing as the entire height of the probe is no more than



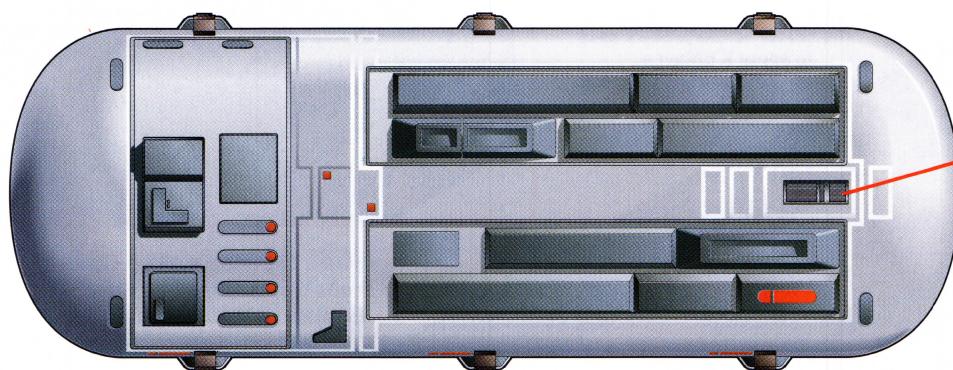
K'Ehleyr's face is hidden behind complex life-support equipment that is designed to sustain her during her uncomfortable flight.



When the probe is opened K'Ehleyr is able to get out of the cramped interior – with a helping hand offered by Dr. Katherine Pulaski.

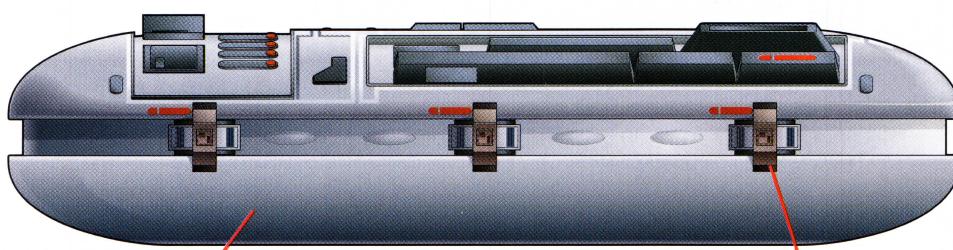
half a meter. This unconventional use of a *Class-8 Probe* is down to the extreme circumstances faced by the Federation, and while the facilities offered to the occupant are less than ideal, the strength and speed of the probe's design are instrumental in the success of K'Ehleyr's mission.

PEOPLE CARRIER



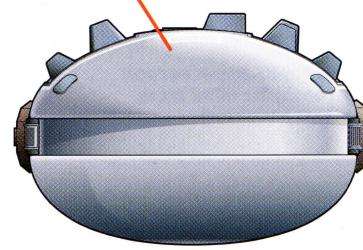
Appearance The exterior of the *Class-8 Probe* is gently rounded in appearance, and closely resembles the design of the **photon torpedoes** employed by **Starfleet** starships.

A control panel to release the latches is located on the forward section of the probe.



The probe's dimensions are big enough to accommodate a single humanoid individual within its confines.

The probe's exterior is constructed of a smooth metallic material.



Three latches are located at regular intervals on either side of the probe's exterior.



FILE 70 STAR TREK: DEEP SPACE NINE

STAR TREK: Deep Space Nine A-Z Episode Guide Part 4

'FOR THE UNIFORM'

FILE 70 CARD 105



In an attempt to locate former Starfleet officer Michael Eddington, Captain Benjamin Sisko takes the *U.S.S. Defiant NX-74205* deep into Maquis territory and uses extreme tactics to capture his prey.



'HARD TIME'

FILE 70 CARD 85



Chief Miles O'Brien has difficulty readjusting to life on *Deep Space Nine* after experiencing a simulated period of 20 years in an Argrathi prison.



'HEART OF STONE'

FILE 70 CARD 55



When Major Kira Nerys seemingly becomes trapped and encased in a growing rock formation on a lonely planetoid, Chief of Security Odo realizes that this might be his only opportunity to confess his burgeoning love to her.



'HIPPOCRATIC OATH'

FILE 70 CARD 70



Dr. Julian Bashir and Chief Miles O'Brien are captured by a renegade group of Jem'Hadar who are intent on breaking their dependence on ketracel white.



'HIS WAY'

FILE 70 CARD 138



Chief of Security Odo undertakes lessons in attracting the love of his life, Major Kira Nerys, with the aid of Vic Fontaine. The holographic lounge singer uses every trick in the book to bring the couple closer together.



'THE HOMECOMING'

FILE 70 CARD 20



Major Kira Nerys rescues the legendary Li Nalas from a Cardassian labor camp. At the same time, the Bajoran isolationist group known as the Circle, led by Minister Jaro Essa, begin to make their presence felt on station *Deep Space Nine*.



'HOMEFRONT'

FILE 70 CARD 77



Captain Benjamin Sisko and Odo are recalled to Earth when the threat to Federation safety posed by the Dominion becomes more apparent with the bombing of a conference in Antwerp by a Changeling infiltrator.



'HONOR AMONG THIEVES'

FILE 70 CARD 133



Chief Miles O'Brien infiltrates the Orion Syndicate in order to investigate a plot to kill the Klingon ambassador to the planet Farius Prime. As O'Brien comes to know syndicate operative Liam Bilby, however, the mission takes a far more personal turn.



'THE HOUSE OF QUARK'

FILE 70 CARD 45

When Quark accidentally kills a drunken Klingon in his bar, he finds himself drawn into a power struggle for the deceased warrior's wealth that requires him to marry his widow, the imposing Klingon female Grilka.



STAR TREK: Deep Space Nine A-Z Episode Guide Part 4



'IF WISHES WERE HORSES'

FILE 70 CARD 15

The crew of station **Deep Space Nine** find themselves face to face with an array of fantasy beings, created by **Gamma Quadrant** aliens eager to learn more about humanity.

'IMAGE IN THE SAND'

FILE 70 CARD 145



Benjamin Sisko discovers that his mother is not the woman he thought she was, and comes to learn that his birth was actually arranged by the **Bajoran Prophets**.

'INDISCRETION'

FILE 70 CARD 71



Gul Dukat enlists the help of **Major Kira Nerys** when he sets out to track down his former lover and their illegitimate daughter.

'IN THE CARDS'

FILE 70 CARD 117



Jake Sisko and **Nog** have to deal with a crazed scientist and the **Dominion** when they try to acquire a rare baseball card.

'IN THE PALE MOONLIGHT'

FILE 70 CARD 137



Sisko and **Garak** manipulate a **Romulan** senator in order to draw the **Romulan Star Empire** into the **Dominion war**.

'INTER ARMA ENIM SILENT LEGES'

FILE 70 CARD 160



Section 31 enlist **Dr. Bashir** to report on the medical status of **Tal Shiar Chairman Koval** while at a conference on **Romulus**. There is much more to the mission than is at first apparent.

'IT'S ONLY A PAPER MOON'

FILE 70 CARD 154



Traumatized by the loss of his leg at **AR-558**, **Nog** returns to **Deep Space Nine** and retreats into **Vic Fontaine's holosuite program**. Vic initially has some success in aiding Nog's recovery, but finds that he has to resort to harsher tactics to propel the young **Ferengi** back into everyday life.

W continued

Woman

An aspect of mediator **Riva's** interpretive **chorus**. The Woman helped keep Riva's other personality archetypes in balance, and represented harmony and wisdom. (*Starship Log*: 'Loud as a Whisper' [TNG]) **SEE FILES 18, 69**

'Woman Warriors at the River of Blood'

The title of a trashy **Klingon** romance novel. **B'Elanna Torres** was embarrassed when **Tom Paris** discovered she was reading this questionable work of fiction. (*Starship Log*: 'Real Life' [VOY]) **SEE FILE 71**

Wompot

A small animal. **Cardassian** children, such as **Gul Madred's** young daughter **Jil Orra**, kept wompots in small cages as pets. (*Starship Log*: 'Chain of Command', Part II [TNG]) **SEE FILES 13, 69**

Wong, Captain Leslie

Wong and her ship, the **U.S.S. Cairo NCC-42136**, were lost patrolling near the **Romulan Neutral Zone** in 2374. Wong taught at **Starfleet Academy** during **Jadzia Dax's** student years, and the two became friends. (*Starship Log*: 'In the Pale Moonlight' [DS9]) **SEE FILES 19, 70**

Woo, Professor

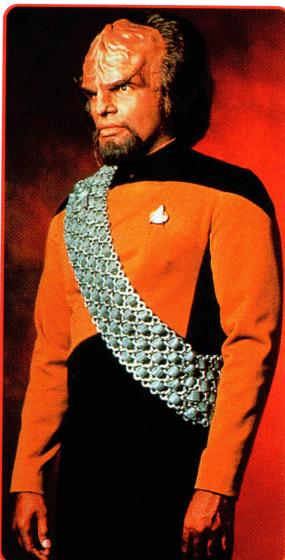
This **Daystrom Institute** scientist was eager to overlook **Vash's** past transgressions in exchange for a first-hand report on her **Gamma Quadrant** finds. (*Starship Log*: 'Q-Less' [DS9]) **SEE FILES 7, 44, 70**

Worf

This orphaned **Klingon** was raised by humans and became pivotal in interstellar politics. Worf was the first of his people to serve on a **Federation** starship. In 2366, his family ties on **Qo'noS**, including a brother, **Kurn**, dragged him to center stage of Klingon politics when he accepted dishonor to save the empire. He

had a son, **Alexander Rozhenko**, in 2366. Worf regained his honor by supporting **Gowron** in the **Klingon civil war**. During the **Dominion war**, Worf served on station **Deep Space Nine**, where he and Alexander joined the

House of Martok, and where he also met and married **Jadzia Dax**, who was murdered in 2374. In 2375, Worf killed Gowron, installing **Martok** in his place. After the war, he became **Federation** Ambassador to Qo'noS. (*Starship Log*: 'Encounter at Farpoint' [TNG]; 'The Way of the Warrior' [DS9]; **Star Trek Generations**) **SEE FILES 11, 43, 48, 69, 70, 78, 79, 80**



Worf sometimes found it difficult to adapt to life serving as a Starfleet lieutenant on the U.S.S. ENTERPRISE NCC-1701-D.



As part of Riva's chorus, Woman represented harmony and wisdom, as well as the balance that bound together passion and intellect.



Worf [mirror]

In the **mirror universe** Worf served as **Regent**. He fought alongside **Cardassian** allies against the **Terran resistance**. (*Starship Log*: 'Shattered Mirror' [DS9]) **SEE FILES 18, 70**

The mirror universe Worf led the Alliance of Cardassian and Klingon forces against the Terran resistance.

Worf, Colonel

A **Klingon** warrior given the job of defending **James T. Kirk** and **Leonard McCoy** against the charge of assassinating **Chancellor Gorkon** in 2293. (*Starship Log*: **Star Trek VI: The Undiscovered Country**) **SEE FILES 48, 77**

Work Bee

A one-person **Starfleet** orbital dry dock craft. Work Bees tow materials to construction or repair sites, and can be used by workers as extended environmental suits. (*Starship Log*: **Star Trek: The Motion Picture**) **SEE FILES 30, 72**

'Workplace Encounter, The'

An exercise scripted by the **EMH** on the **U.S.S. Voyager NCC-74656**, with help from **Kes**, to improve his social skills. In 2374, the EMH suggested **Seven of Nine** polish her interactive techniques with his exercises. (*Starship Log*: 'Prey' [VOY]) **SEE FILES 43, 71**

World War II

The global war fought on Earth from 1939 to 1945. The **Hirogen** used World War II **holodeck programs** to study humans at war. (*Starship Log*: 'The Killing Game', Parts I and II [VOY]) **SEE FILES 18, 71**

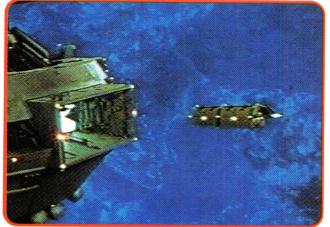
World War III

World War III took place in 2053; Earth was still recovering from the post-atomic horror in the early 22nd century, prompting such groups as the **Neo-Transcendentalists** to flee Earth. (*Starship Log*: 'Break and Circuses' [TOS]; 'Encounter at Farpoint', Part I [TNG]; 'Way of the Warrior' [DS9]; **Star Trek: First Contact**) **SEE FILES 68, 69, 70, 79**

Woman	'Woman Warriors at the River of Blood'
wompot	
Wong, Captain Leslie	
Woo, Professor	
Worf	
Worf [mirror]	
Work Bee	
'Workplace Encounter, The'	
World War II	
World War III	
wormhole	
wormhole aliens	
'Wormhole Junction'	
Wrenn	
Wright, Admiral	
Wrightwell, Commander	
Wrigley's Pleasure Planet	
wrist beacon	
wrist radio	
Writ of Accountability	
Wu	
Wykoff, Dr.	
Wyoming NCC-43730, U.S.S.	



Colonel Worf was the father of Mogh, and Worf's grandfather. In 2293, he defended James T. Kirk and Dr. McCoy at their trial.



WORK BEES are used by Starfleet for maintenance duties, and for the transportation of cargo.





wormhole

A tunnel providing a **subspace** shortcut connection between two far-distant points in spacetime. Stable, Class-1, wormholes are rare. In the **Delta Quadrant**, a wormhole is sometimes called an **interspatial flexure** or **intermittent cyclic vortex**. The goal of **transwarp conduit technology** is reliable artificial wormholes. (*Starship Log*: 'The Price' [TNG]; 'Emissary' [DS9]; 'Eye of the Needle' [VOY]; *Star Trek: The Motion Picture*) **SEE FILES 69, 70, 71, 72**



Stable subspace shortcuts, such as the wormhole near the Bajor system, are very rare. The Bajoran wormhole is also known as the Celestial Temple of the Prophets.

wormhole aliens

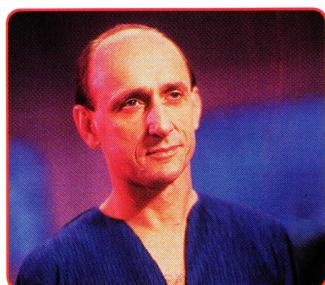
SEE Prophets

'Wormhole Junction'

Quark used this sarcastic nickname for station **Deep Space Nine** because of its location adjacent to the **Bajoran wormhole's Alpha Quadrant** terminus. (*Starship Log*: 'Playing God' [DS9]) **SEE FILE 70**



Quark called DEEP SPACE NINE a 'Wormhole Junction,' due to the station's proximity to the Bajoran wormhole, and the steady flow of traffic that passed through it.



Wrenn

A **Tarellian Plague Vessel** captain in 2364. Wrenn invited **U.S.S. Enterprise NCC-1701-D** passenger **Wyatt Miller** to join his small band of Tarellians and marry his daughter **Ariana**. (*Starship Log*: 'Haven' [TNG]) **SEE FILES 18, 40, 69**

Wrenn attempted to land his ship full of plague survivors on the planet Haven in 2364.

Wright, Admiral

A high-ranking officer posted at San Francisco's **Starfleet Headquarters**. After **Captain Sisko**, **Dr. Bashir**, and **Lt. Dax** were lost in time, Wright worked to bring them back to the 24th century. (*Starship Log*: 'Past Tense', Part I [DS9]) **SEE FILES 19, 70**

Wrightwell, Commander

Admiral Alynna Nechayev's assistant in 2370. Wrightwell cooperated with **Jean-Luc Picard**'s request for details on Nechayev's culinary favorites, including **Bularian canapés**. (*Starship Log*: 'Journey's End' [TNG]) **SEE FILE 69**



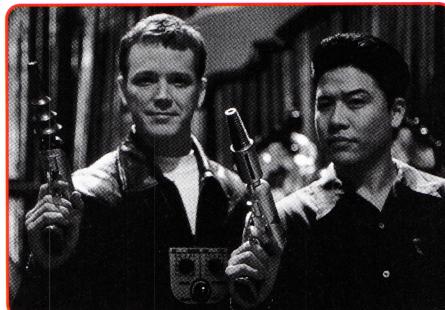
Wrigley's Pleasure Planet

A shore leave destination in the 2260's. **Crewman Darnell** from the **U.S.S. Enterprise NCC-1701** was startled when an **M-113 creature** looked, and acted, like a woman he had met on that world. (*Starship Log*: 'The Man Trap' [TOS]) **SEE FILE 68**

The M-113 creature appeared to Darnell as a woman from Wrigley's Pleasure Planet.

wrist beacon

A **Starfleet** device not unlike the **palm beacon** in function and purpose. The wrist beacon has two beams, attaches to the wrist, and is used to supplement or replace normal lighting. (*Starship Log*: 'Night' [VOY]) **SEE FILE 71**



wrist radio

A fictional communications device that straps to the wrist like a watch. **Captain Proton** uses his wrist radio, when traveling by jet pack, to talk with his spaceship. (*Starship Log*: 'Thirty Days' [VOY]) **SEE FILES 29, 71**

Captain Proton used many gadgets during his adventures, including a wrist radio to communicate with his spaceship.

Writ of Accountability

A large scroll that hangs on the wall of a **Ferengi** business establishment while a **Ferengi Commerce Authority** audit is conducted. **Quark's bar** was subject to such an inspection in 2371. (*Starship Log*: 'Family Business' [DS9]) **SEE FILE 70**



Wu

An **Omega IV** native who worked for **Captain Ronald Tracey**. Wu was 462 years old. He owed his longevity to ancestors capable of surviving a biological war. (*Starship Log*: 'The Omega Glory' [TOS]) **SEE FILES 18, 68**

Captain Ronald Tracey hoped Wu's people would help him achieve immortality.

Wykoff, Dr.

A character in **Benjamin Sisko's** Pah-wraith vision on the planet **Tyree**. Dr. Wykoff, who resembled **Damar** in human form, was a mental institution psychiatrist trying to force **Benny Russell** to forget **Deep Space Nine**. (*Starship Log*: 'Shadows and Symbols' [DS9]) **SEE FILE 70**

Wyoming NCC-43730, U.S.S.

A **Mediterranean**-class **Federation** starship. In 2349, **Tuvok** was posted to the **Wyoming**. (*Starship Log*: 'Flashback' [VOY]) **SEE FILES 43, 71**



X

Xanthras III

A planet where the **U.S.S. Enterprise NCC-1701-D** and the **U.S.S. Zapata NCC-33814** rendezvoused in 2366. Laying a course to Xanthras III was **Wesley Crusher's** first official act as an ensign. (Starship Log: 'Menage a Troi' [TNG]) **SEE FILE 69**



Dr. Leonard McCoy had the disease xenopolycythemia, but was cured thanks to medical information from the YONADA spaceship.

Xelo

Lwaxana Troi's valet before 2364, when the job was given to **Mr. Homn**. Lwaxana claimed she was forced to fire Xelo because his thoughts about her were increasingly licentious. (Starship Log: 'Haven' [TNG]) **SEE FILES 58, 69**

Xendi Sabu star system

DaiMon Bok selected to meet the **U.S.S. Enterprise NCC-1701-D** and present the derelict **U.S.S. Stargazer NCC-2893** to Jean-Luc Picard. (Starship Log: 'The Battle' [TNG]) **SEE FILES 51, 69**

DaiMon Bok lured Captain Jean-Luc Picard to the Xendi Sabu star system in 2364. He attempted to discredit Picard in revenge for his son's death.

**Xendi Starbase 9**

A Federation starbase, where a **Starfleet** tow ship was going to take the **U.S.S. Stargazer NCC-2893** in 2364. (Starship Log: 'The Battle' [TNG]) **SEE FILES 31, 69**



The U.S.S. STARGAZER NCC-2893 was towed to XENDI STARBASE 9, after a Ferengi attack.

xenobiology

A branch of study dealing with how alien life forms function. **Starfleet** xenobiology and exo-psychology experts were eager to study a **Jem'Hadar** child found in 2371. **Samantha Wildman** is a xenobiologist. (Starship Log: 'The Abandoned' [DS9]; 'Elogium' [VOY]) **SEE FILES 70, 71**

xenon-based life form

Sentient beings in the **Delta Quadrant** who were spawned in a chemical mix very different from that which creates carbon-based life. **Arturis** helped **Neelix** to barter with xenon-based life forms, aided by the **universal translator**. (Starship Log: 'Hope and Fear' [VOY]) **SEE FILE 71**

Xanthras III
Xelo
Xendi Sabu star system
Xendi Starbase 9
xenobiology
xenon-based life form
xenopolycythemia
Xepolites
Xerxes VII
Xhosa
xupta tree
YPora
Y'tem
ya'nora kor
Ya'Seem
Ya'Vang, I.K.S.
Yadalla Prime
Yaderans
Yadera II
Yadera Prime
Yadozi Desert
Yak'Talon
Yale, Mirasta
Yallitians
Yalosians

xenopolycythemia

A once-fatal disease. Symptoms included weakness, fatigue, increased red blood cell count, enlarged spleen, and pain in the extremities. In 2268, **Dr. Leonard McCoy** was diagnosed with the disease, but fortunately a cure was found in a **Fabrini** database. (Starship Log: 'For the World is Hollow and I Have Touched The Sky' [TOS]) **SEE FILES 18, 40, 43, 68**

Xepolites

A warp capable sentient species who smuggled weapons for the **Cardassians** using sensor-reflective hulls. Xepolite-free traders were respected because they had never been caught. (Starship Log: 'The Maquis', Part II [DS9]) **SEE FILE 70**

Xerxes VII

A planet that is thought to contain the mythical utopia called **Neinman**. (Starship Log: 'When The Bough Breaks' [TNG]) **SEE FILE 69**

Xhosa

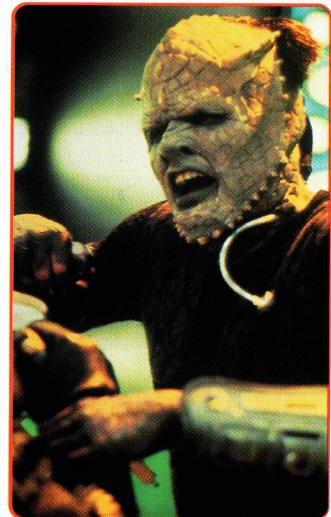
A freighter captained by **Kasidy Yates** until her arrest for smuggling goods to the **Maquis**. The **Xhosa**, a modest **Antares**-class cargo ship, was the property of the **Petarians**. (Starship Log: 'The Way of the Warrior', Part I [DS9]) **SEE FILES 40, 44, 70**

xupta tree

A flora discovered on **Orellius**, the world settled by **Alixus** and her followers. The settlers, who believed they were deprived of technology, used an extract from xupta tree oil to make a muscle-soothing ointment. (Starship Log: 'Paradise' [DS9]) **SEE FILE 70**



The xupta tree was indigenous to the planet Orellius, where settlers had to abandon technology in favour of an agrarian existence. The oil from the xupta tree soothed aching muscles.



Xenobiologists studied an abandoned Jem'Hadar child rescued by DEEP SPACE NINE personnel. They found that it developed rapidly, and relied on ketracel white.



Kasidy Yates visited DEEP SPACE NINE regularly when she captained the XHOSA, due to her romantic connection to Sisko.





Y'Pora

This **Bajoran** woman was selected by **Kira Nerys** to guide her through baby **Kirayoshi O'Brien**'s traditional Bajoran delivery in 2373. Y'Pora chastized **First Minister Shakaar**



for interrupting Kira's labor. (*Starship Log: 'The Begotten'* [DS9]) **SEE FILE 70**

► **Y'Pora acted as midwife for Kira Nerys, when the major gave birth to the baby she carried for Keiko and Miles O'Brien.**

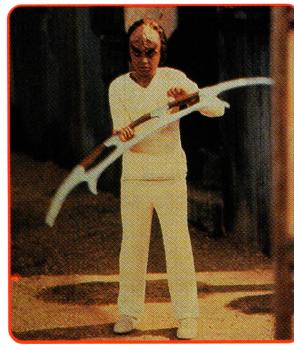
Y'tem

The name of a **Klingon Bird-of-Prey** that became part of a 2373 gathering of **Federation** resources preparing to meet a **Dominion** invasion, which did not materialize at that time. (*Starship Log: 'By Inferno's Light'* [DS9]) **SEE FILE 70**

ya'nora kor

A **Klingon** legal maneuver that temporarily suspends a parent's rights. **Worf**'s decision not to force young **Alexander Rozhenko** to learn Klingon skills could be nullified if the ya'nora kor was invoked. (*Starship Log: 'Firstborn'* [TNG]) **SEE FILE 69**

► **K'mtar charged Worf with ya'nora kor when he refused to send his son Alexander Rozhenko to the Ogat Training Academy. Alexander was forced to prove himself as a Klingon warrior.**



Ya'Seem

Hidden and long sought-after historical site, much as the City of Troy once was on Earth, rediscovered by **M'Tell**, the archeologist. (*Starship Log: 'The Chase'* [TNG]) **SEE FILE 69**

Ya'Vang, I.K.S.

A **Klingon Battle Cruiser** that lost many crew members to the **Dominion** in 2374. **Alexander Rozhenko** was transferred to the **I.K.S.** Ya'Vang later the same year, and became its weapons officer in 2375. (*Starship Log: 'You Are Cordially Invited ...'* [DS9]) **SEE FILE 70**

Yadalla Prime

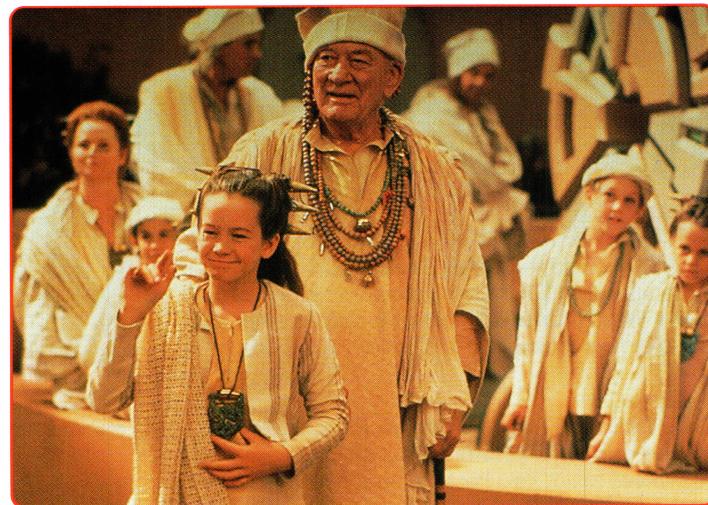
A planet situated at the edge of the **Taugan sector** that was once colonized by the **Romulans**. In 2370, **Yadalla Prime**'s Romulan archeological sites put it on **Arctus Baran**'s itinerary. (*Starship Log: 'Gambit'*, Parts I and II [TNG]) **SEE FILES 6, 69**

Yadera II

This planet was subjugated by the **Dominion** in 2340. The **Yaderian** named **Rurigan** used holography to simulate a free Yaderian village on this world. (*Starship Log: 'Shadowplay'* [DS9]) **SEE FILE 70**

Yadera Prime

The planet where **Rurigan** lived before he moved to **Yadera II**. (*Starship Log: 'Shadowplay'* [DS9]) **SEE FILES 4, 70**



► **Rurigan was a Yaderan who created a village, complete with inhabitants, using a holodeck.**

Yaderans

A **Gamma Quadrant** race of humanoids native to **Yadera Prime**. (*Starship Log: 'Shadowplay'* [DS9]) **SEE FILES 4, 70**

Yadozi Desert

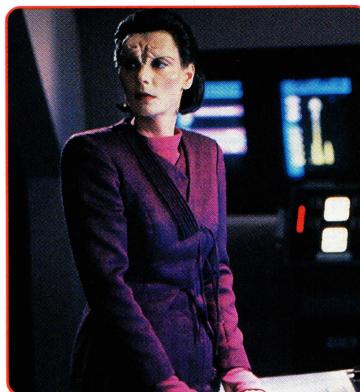
An unimaginably vast expanse of parched land. **Odo** estimated **Quark**'s chances of a romance with **Jadzia Dax** to be less likely than discovering water in the Yadozi Desert. (*Starship Log: 'A Man Alone'* [DS9]) **SEE FILE 70**

Yak'Talon

A **Jem'Hadar** soldier and engineer. Yak'Talon's estimate of 10 days to repair his ship's communications equipment, after crashing on an uninhabited planet, became a death sentence. (*Starship Log: 'Rocks and Shoals'* [DS9]) **SEE FILE 70**

Yale, Mirasta

Malcor III's Minister of Science, who pushed her planet toward warp capability in 2367. Yale left her homeworld on a **Federation** ship after fearful **Malcorians** retreated from **first contact**. (*Starship Log: 'First Contact'* [TNG]) **SEE FILES 18, 69**



► **Scientist Mirasta Yale came aboard the U.S.S. ENTERPRISE NCC-1701 after her own people delayed the development of warp drive.**

Yallitians

A **Delta Quadrant** species that **Neelix** described as having three spines and an overwhelming need for **dilithium**. (*Starship Log: 'Phage'* [VOY]) **SEE FILE 71**

Yalosians

An intelligent, **warp** capable species. Life-support requirements for a Yalosian ambassador were so caustic the carpet in **Deep Space Nine**'s guest quarters began to melt. Yalosians cannot see red-orange colors. (*Starship Log: 'Improbable Cause'* [DS9]) **SEE FILE 70**

Yaltar, Gul

An officer in the **Cardassian Third Order** in 2375. Yaltar took commands directly from **Damar**. It is not known if Yaltar participated in the Third Order's attack on **Rondac III**. (*Starship Log: 'Image in the Sand'* [DS9]) **SEE FILE 70**